



Diddy's back and better than ever.

Fasten your seat belt.
This monkey's coming

full throttle. Donkey



Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.



Dixie twirls her ponytail to fly chopper styletalk about a buzz cut!

Kong Country 2[™]: Diddy's Kong Quest[™]. Sleek, stylish and fully loaded. With

ACM graphics, 32 megs and so many new levels, it even outperforms last year's model. But don't take our word for it. Let Diddy take you once around the park — sunken pirate ships, roller coasters, beehives. (Watch the sticky stuff!)



Or take his new pal Dixie for a

spin — literally. This chimpette flies! There are other special

moves too, like the Buddy Toss (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the biggest evolution in history. Except another game that leaves everything



Look alive! There's more hidden stuff than ever.



Now there are smarter Kremlings out to slap your monkey around. Ouch!

monkey? It ain't pretty.)





ONTENTS



SOUL EDGE

Namco's incredible 3-D polygon fighter that, believe it or not, you'll one day play at home!

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TOSHINDEN 2 PAGE 26



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MEGAMI TENSEI PAGE 46



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X-MEN PAGE 50



PC/FX ZENKI PAGE 66



TALES OF PHANTASIA PAGE 68



GUARDIAN HEROES

A Saturn Treasure...

GameFan's exclusive first look at this spring's hottest Saturn title.

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COVER

STORY

The ultimate

3-D polygon

fighter?

You be the

judge.

TERRY WOLFINGER

Save The Soul of Rock and Roll



It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball?

That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! http://www.anime.net/~johnnyb

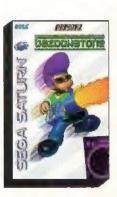


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EDITORIAL ZONE



DAVID BERGSTEIN

DAVE HALVERSON

JAY PURYEAR

NICK DES BARRES CASEY LOE KELLY RICKARDS DAVE HALVERSON MATT TAYLOR RYAN LOCKHARDT **AUDREY VINEYS**

JASON WEITZNER

BRIAN POCKETT

JODY SELTZER

JOE KOBERSTEIN

ANDREW COCKBURN MIKE WAKAMATSU

TERRY WOLFINGER

BRUCE "MAX" STOCKERT

GREG RAU

TAKA ARAI

ALAN POWERS

ELAINE SCHINGS

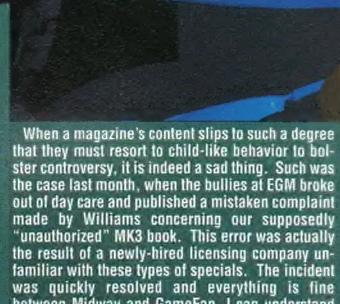
MELISSA CHISOLM

JE PUBLISHERS REPRESENTATIVE CO.

A METROPOLIS PUBLICATION

JULIE, MIKE L., JOBY, FRANK, DORIA, MELINDA, CLAUDIA, US MANGA, DAVID L., TERRY T., AND ALL OF OUR READERS!

ABC AUDIT & MEMBERSHIP APPLIED FOR: November, 1994 ISSN# 1070-3020



to 300,000 copies thus far, (no one's allowed to succeed except for them, you know) but why publish it in a magazine for kids? Are ya stupid? The manner in which they obtained the into, and the fact that they published it is not a good thing. Further, according to Midway's attorneys, it looks as though they may get a lil' gift of their own... and it ain't correct release date info...

between Midway and GameFan. I can understand

EGM's frustration, with our MK book selling close

You know, when I started GF, I didn't mind EGM's constant attacks. We had a little war here, a little one there, and no one got hurt. We were a small

magazine and to be honest, we enjoyed

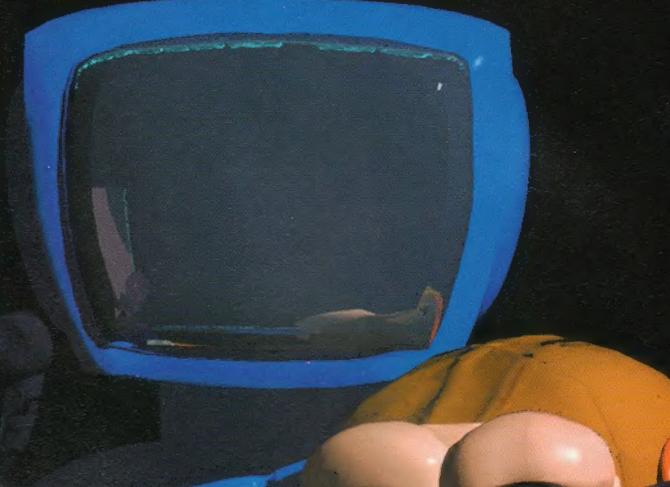
EGM. These new guys

have no place putting down anybody.

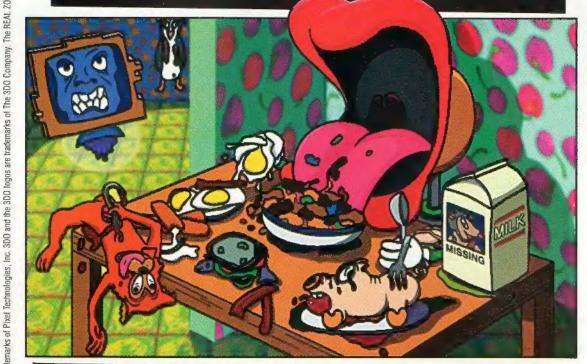
If there is one thing that GF is, it's a company that respects its position and cares about nothing more than its readers. Take a look at the detail in some of these layouts vs. an issue of EGM, and check the paper. You know, this costs a lot more. I guess that's why we grew 265%

The fact is, you seldom see any of the top five game pubs going after one another, except for, you guessed it, EGM, who's gone after just about everybody at some point. It's unprofessional and does your reader absolutely no good. Why can't they just make the freakin' book and shul-up. We all know you're cool, OK? Now go study like good boys and concentrate on the games, or we'll add 50 more pages or so and air some of your dirty laundry; better make that 60. Well that's that, time to sit back and wait for them to launch their missiles. Hey! Great issue here, sorry to start it off with the big downer, but hey, you gotta defend your own. Lord knows they kicked us when we were down, spreadin' rumors and all kinds of crazy stuff. Right





"GROSS, NASTY. OISGUSTING.



SICKENING AND SLIMY.

LOVEIT!"

An Experience from the REAL 3DO Zone", Mikey "BogeyBoy", VA

CYBERDILLO

"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hurlin' at me and the Dumpmeister's dropping hot, steamy land mines. It's jwenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying

to get the hell out with my only weapon—a right arm that's become a Cuberplunger. Yeah, Cuberplunger. This is truly sick stuff. Later."

HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368







PC

Panasonic Software Company

READERS' TOP TEN

- 1. Virtua Fighter 2 Saturn
- 2. Diddy's Kong Quest SNES
- 3. Street Fighter Alpha Arcade
- 4. Chrono Trigger SNES
- 5. MK3 PS
- 6. Tekken PS
- 7. Killer Instinct SNES
- 8. Doom PS
- 9. Sega Rally Saturn
- 10. Warhawk PS



READERS' MOST WANTED

- 1. Killer Instinct II U64
- 2. Tekken 2 PS
- 3. Toshinden 2 PS
- 4. Final Fantasy VII U64
- 5. Resident Evil PS
- 6. Soul Edge PS
- 7. Ultimate MK3 Any
- 8. Secret of Mana 2 SNES
- 9. Super Mario RPG SNES
- 10. Super Mario⁶⁴ U64



Evelopers'

This Months' Guest Developer(s)

Neversoft

(Developers of *Skeleton Warriors*)

- 1. Doom 2 PC (Network)
- 2. Virtua Fighter 2 Saturn
- 3. SF2CE Arcade
- 4. Daytona USA Arcade
- 5. Karate Champ Arcade

- 6. Super Mario World SNES
- 7. Bionic Commando NES
- 8. Bomberman '94 TG16
- 9. Bust A Move Arcade
- 10. Defender Arcade

1. Guardian Heroes - Saturn

- 2. Mario RPG SF
- 3. Panzer Dragoon Zwei Saturn
- 4. Ray Earth Saturn

1. Resident Evil - PS

3. Soul Edge - Arcade

2. SF Alpha - PS

5. Skeleton Warriors - Saturn

4. Guardian Heroes - Saturn

5. Virtua Fighter 2 - Saturn

1. Killer Instinct 2 - Arcade

2. SF Alpha - Saturn/PS

3. Resident Evil - PS

5. Super Mario 4 - U64

4. DKC2 - SNES

- 6. Zenki PCFX
- 7. Floating Runner PS
- 8. Darius Gaiden Saturn

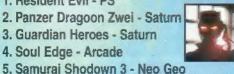
9. Resident Evil - PS

10. Vampire Hunter - Saturn



- 6. Doom PS
- 7. Tekken 2 Arcade
- 8. Samurai Shodown 3 Neo Geo
- 9. Rendering Rangers SF
- 10. Robo Pit PS

- 6. Soul Edge PS 7. Super Mario RPG - SNES
- 8. Darkstalkers PS
- 9. Wave Race64 U64 10. Pilotwings64 - U64
- 2. SF Alpha PS
- 3. Tales of Phantasia SF
- 4. Toshinden 2 PS



- 6. Skeleton Warriors Saturn
- 7. Darius Gaiden Saturn
- 8. D's PS
- 9. D's Directors Cut 3DO
- 10. Tales of Phantasia SF
- 7. Alien Trilogy PS
- 8. Wave Race™ U64

6. Pilotwings# - U64

- 9. Super Mario Kart R U64
- 10. Shadows of the Empire U64

1. Resident Evil - PS

1. Resident Evil - PS

4. Soul Edge - Arcade

1. Super Mario64 - U64

3. SF Alpha - Saturn

4. Soul Edge - Arcade

5. Super Mario RPG - SF

2. Killer Instinct 2 - Arcade

3. Guardian Heroes - Saturn

- 5. Virtua Fighter 2 Saturn



- 6. D's PS
- 7. Warhawk PS
- 8. Tactics Ogre SF
- 9. Kileak the Blood 2 PS
- 10. Guardian Heroes Saturn

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN, 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

First Prize: Your choice of a 32X, VIRTUAL BOY, or NOMAD.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of Diehard Game Fan! The best magazine in the Universe!

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write GameFan Top Ten with self addressed & stamped envelope.

to last month's winners: First Prize:

Vinicio Carrillo, Westminster, CO Second Prize:

Nigel Bell, Bronx, NY

Third Prize:

Ron Gielarowski, Pittsburgh, PA

Right about now you may want to press the pray button.

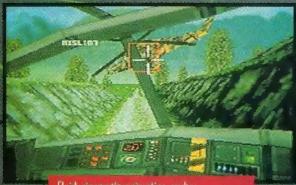
OR YOUR EJECTION SEAT

Strap into ThunderStrike 2. True 3-D environments. 37 incredibly realistic missions in real-time, first person perspective, that reflect today's world conflicts. Rotate your viewing position 180 degrees. Your control panels and multi function monitors

light up just like a real gunrunning in South America Seas, it's in your face.



battle copter. Whether it's or piracy on the South China So go ahead, start praying.



Fluid cinematic animation makes ThunderStrike 2 feel more like a movie than a game.



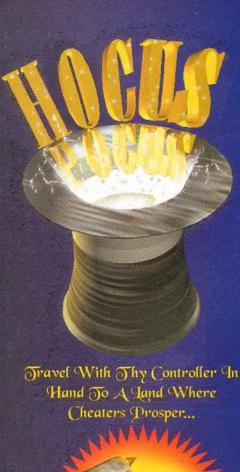
Monitor conditions subside your copter in 360 rotation.



Prioritize targets, engage radar, activate weapons and hold on.









game* of your choice, A GameFan

T-shirt and a 12

month subscription

to GameFan Magazine

GameFan

Win a GameFan T-Shirt, and a one year subscription to Magazine.

Send in your codes... good, bad, or ugly. We'll look em' over and choose one grand prize winner each month. Codes cannot come from a previous-ly published US magazine. Winners will be drawn each month and dis-played here in Hocus Pocus, the only place where cheaters prosper. (Current subscribers who win a sub. will receive a one year extension.)

To this month's winners: First Prize:

Byron Nagakwa, Oakland, CA Second Prize:

Jeff Guerrero, San Francisco, CA Third Prize:

Stephen Mizet, Belton, MO

Hocus Pocus 5137 Clareton Dr. Suite 210 Agoura Hills, CA 91301

GOD MODE At any point in the game press the start button to pause, then press down, L2, square, R1, right, left, L1, left, circle. A message at the bottom of the screen will follow.

J. Greg Evans Salt Lake City, UT



CLUB DOOM AND CLUB DOOM 2 At the password screen enter: Club Doom: JCGDNEFL556 Club Doom #2: 7L3!266DJK Addison Yip San Francisco, CA

HIDDEN LEVELS At the password screen enter: The Mansion: NOCL1P1N22 The Marshes: THYFL3S2YY The Military Base: NOCL1P1N21 Christopher Rotondo Brooklyn, NY

HIDDEN ROOM Use the Blue Card in the door next to the 2nd level exit. Enter the room and turn to the left to access a hidden room **Robert Welsh** Tucson, AZ

GOD MODE At the start of the second level, press and hold L1 then simultaneously push X, O, and start 5 times. **Heath Kirchtenson** Tucson, AZ

PLAY AS THE BOSSES Finish the game choosing any level and save the finished game. Reset the machine, and load the saved data, then choose "New Game." At the character select screen, move to the characters in this order, pressing B before moving to the next one: Terry Bogard Mai Shiranu

Bob Wilson

Andy Bogard Joe Higashi Hon-Fu **Geese Howard** Mochizuki Sokaku Franco Bash Blue Mary

If done correctly, all 3 bosses will appear on the character select screen.

Turbo Mode - At the character select screen, hold start and select your character by pressing A or D. Patrick Hsu Vancouver, B.C. Canada

IRIO TENNIS - VIRTUAL BO

In the title screen press L, L, R, L, R, select, and watch what happens. **Gregory Graham** Arthur, IA

MK 3 - ARCADE MORPH INTO SMOKE Back, back, back, down, circle while playing as Shang Tsung Jonathon Kuder Tampa, FL

ULTIMATE MK 3 - ARCADE PLAY AS ERMAC The UKK code is 1-2-3-4-4-4-4-3-2-1 **ERMAC'S FATALITIES:** Telekinesis Death Slam: D-U-D-D-D+block (sweep) Johnny Cage Decap: RN-BLK-RN-RN-HK (close) Pit: RN-RN-RN-RN-LK ERMAC'S MOVES: Telekinesis Slam: B-D-B-HK Fireball: F-D-B-LP Teleport: D-B-HP Leon Robinson Marlboro, MA

SUPER HEROES

NO GEMS In a two player vs. game, select both characters and hold down the player one and player two buttons simultaneously until the match starts. It should say "no gems" at the bottom of the screen. Reggie Burrows, Jr. Lansdale, PA

INVINCIBILITY Highlight the unit you are going to use press C, hold Lshift, R-shift, B and C then press and hold X. Hold all of the buttons and press down and A. **Matthew Laurence** Victoria, Australia

SAMURAI SHODOWN III -NEO GEO (Home and Arcade) BOSS CODE

In a 1P vs. 2P game, number the characters on the select screen as follows 1 2 3 4 5 6 7 8 9 10 11 12 (4 is Shizamaru). Move from character to character in the following order 4-3-2-1-7-8-9-3-4-10-11-12-6-5-4 then press start. When the timer reaches 3 seconds, press ABC to pick Zankurou. Joseph Palanca Cerritos, CA



ALLY CHAMPIONSHIP

GET THE LANCIA STRATOS Place first in the rally to get on the Bonus Track "Lakeside, A Muddy Mess!" Practice this course. Place first in the rally and the bonus track to get the bonus

Stephen Mizer Belton, MO WINNER 3rd Place

CHEAT MODE SCREEN On the mode select screen spell ABRACADABRA (D=DOWN and R=RIGHT) You may now choose which stage, no malfunctions in your gun, invincibility, etc. Mathew Tate Cincinnati. OH

STREET FIGHTER ZERO - PSX RYU AND KEN VS. BISON Beat the game on level 5 and play again. It should now say "Dramatic Battle" Byron Nakagawa Oakland, CA WINNER 1st Place



STREET FIGHTER ZERO - PSX

CHOOSE HIDDEN CHARACTERS
Dan: At the character select
screen hold down L2, go down
to the "?" and quickly press
triangle, square, X, circle, triangle.

angle,
Vega (Bison): At the character
select screen hold down L2, go
down to the "?" and press left,
left, down, down, left, down,
down, square + triangle simultaneously.

Gouki (Akuma): At the character select screen hold L2 and go to the "?" press left, left, left, down, down, square + triangle simultaneously.

Jeff Guerrero San Francisco, CA WINNER 2nd Place



TEKKEN 2

SELECT ALEX OR ROGER
Hold the left and right kick buttons, insert coin and quickly
hold start until the player number select screen comes up.
Choose, release start (keep
holding the other buttons) and
press start again to get to the
character select screen. To be
Alex release the LK button and
move the joystick up twice.
For Roger, release the RK button and press up twice.
Jacky Fan
Richmond, BC Canada

TOSHINDEN 2 - PSX EXTRA COLORS

Choose your character by highlighting the random select box and pressing either square or X. Hold down the select button to slow down the random select.

PLAY AS URANUS AND MASTER Beat the game on level 4 then change the difficulty to 8 and go into the random select. PLAY AS VERMILLION AND SHO SHINJO: Defeat the game on level 8 with Uranus and go to the random select. Brad Hainline Nixa, MO

TOY STORY GENESIS

LEVEL SKIP

At the start screen press A, B, right, A, C, A, down, A, B.

right, A. It done correctly you will hear a laugh. To skip levels, press start then A at the start of each level.
INVINCIBILITY
In the Red Alert Level collect 7 stars, then jump into the toy box. Hold down for 5 seconds. The star in the top left corner will spin if done correctly. James Goodman Casselberry, FL

TOY STORY - SNES

LEVEL SKIP
In Andy's room stand on the
Army men bucket and hold
down for 4 seconds. To skip
levels press start then select
(you must be invincible for the
code to work).
INVINCIBILITY
Go to the chest in Andy's room
with the Army men bucket.
Stand on the bottom drawer
and hold down for 5 seconds.
The star in the upper left corner will spin if done correctly.
James Goodman
Casselberry, FL



TWISTED METAL PSX

Enter the following at the password screen THE FIGHT OF YOUR LIFE Square, triangle, circle, square, square HELICOPTER VIEW CODE Circle, circle, triangle, square, skip a space INFINITE LIVES Square, triangle, X, skip space, circle INFINITE WEAPONS Triangle, skip space, square, circle, circle FIGHT MINION Triangle, X, circle, square, triangle Michael Climer Beale AFB, CA



VIEWPOINT - PSX

LEVEL	ACCESS	CODES
Level	1-1	CGG .
	1-2	CLL
	1-3	CRR
Level	2-1	FCF
	2-2	FHF
	2-3 3-1	FMK 3
Level	3-1	HCH
	3-2	HHC
	3-3	HMH
Level	4-1	KCK 🖟
	4-2	KKC
	4-3	KNG
	4-4	KTL
Level	5-1	MCM
	5-2	MHH 🖔
Level	6-1	PCP
	6-2	PHK
	6-3	PPC
Anthon	y Ernst	
Tigard.	A STATE OF THE PARTY OF THE PAR	

VIEWPOINT - PSX

SUPER CODE
While paused, enter: Sq. Sq.
Cir, Cir, Tri, X, Sq. Up, Up,
Down, Down, L1, R1, Select,
for invincibility!

MIRTUA FIGHTER II - SATURN

BE DURAL

At the character select screen press down, up, right, A+left, HIDDEN OPTIONS SCREEN Beat the game on any difficulty setting. Return to options screen and press R twice. Daniel Abramovici Thornhill, Ontario, Canada

VIRTUA FIGHTER II - SATURN

CHANGE CLOTHING OF PLAYER
Highlight any player, press L,
then A+up
NO SLOWNESS UNDERWATER
at title screen choose team
player mode. Keep it highlighted on Akira and enter the
Dural code. Fight either
Jeffrey or Wolf.
Caine Walton
Indianapolis, IN

VIRTUA FIGHTER II - SATURN

At the Jacky stage press X, Y, and Z on both controllers simultaneously.

DURAL WITH NO METAL Beat the game on hard-MUSIC OF VF1 Hold down L or R before music starts at any fight.

SLO-MO REPLAY Before the replay hold A. B. and C

CHOOSE WINNING POSE Hold down A, B, or C after a fight Northiro Otaki Bonita, CA

WIRTUA FIGHTER N - SATURN

STAGE SELECT AND RING SIZE
At the start screen press up 12
times, then enter the options
menu and press R twice. You
should now have another menu
Graham Gibson
Dakland, CA

VIRTUA FIGHTER II - SATURN

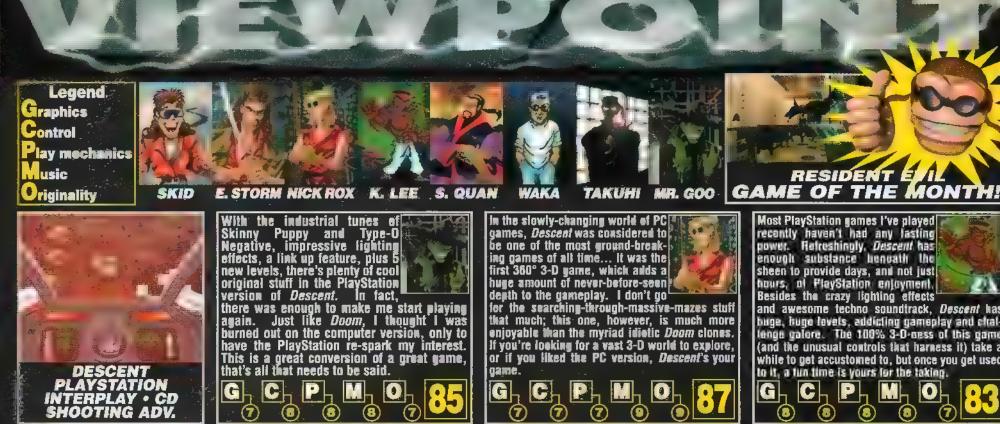
CG INTROS At the little screen press forward+A+B+C Justin Epperson Memphis TN

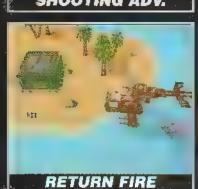
NEL GAMEDAY - PSX

EXTRA ABILITIES

At the options/password screen enter the following codes: OFFENSE - increase offensive ability of team being controlled DEFENSE - increase opposing team's difficulty SKELETON - make players appear as skeletons BIG BOYS - Players appropriately sized for their position MAYHEM - increases number of injuries in the game JUICE - increases speed of players STICKUM - increases receivers' catching ability PICK.CITY - Increases the number of interceptions CANNON.ARM - Increases quarterbacks' abilities CRUNCH.TIME - makes the hits harder STEROIDS - increases the strength of players URNOTREDE - toughest level of the game Christian Navarrete Richardson, TX







RETURN FIRE PLAYSTATION TWI • CD ACTION STRATEGY

RESIDENT EVIL PLAYSTATION CAPCOM • CD 3-D ADVENTURE

Malletin.

10540

When I first heard the PlayStation version of Return Fire was going to be enhanced, grand thoughts of new backgrounds and vehicles danced in my head. But with only adding a closer zeom perspective, and some nice new 3-D graphical effects, this version was not quite the improvement I was heping for. It's still a great game with some of the hest music and one of the most innevative (and addictive) two player modes around, but there's nothing here that shows off the PlayStation's power. I'll stick with my 3DO copy, thanks anyway.



I can easily say Resident Evil is one of the best video game playing experiences of my life. It's like Capcom look everything I loved about Alene in the Dark (camera angles horror undertones,

item/puzzte gamentay), and supercharged it with outstanding graphics, a super deep story-line, and tons of carnage. I couldn't stop play-Ing once the storyline grabbed me (that took about 1 minute), and 6 hours into the game my excitement hasn't even began to fade.





Johnny Bazookatone is a very cool game. What seems like a basic platformer at first bas much bigger aspirations, as you'll find some pretty deep gameplay here. Add to that excellent rendered graphics and some inspired tunes and you've got yourself... surprise!! A 2-



D platformer on a next-gen system worth

What we've got here is *EWJ2* with arranged music, new backgrounds with crazy paral-lax, some cool lighting, and surfin' cows... great!

Especially if you've never played it before! This is the way to go for you first time *Jim*'ers. The only drag is they took out the line scrolls in Puppy Love. While I do beg for a true 32-bit *Jim*, I'll be lovin' this one for the time being.



C₁ P₁ M₁ O₁ 7 (9)

Is it me, or is this game overrated?
I tool none of the elation my asso-ciate does when playing Relum Fire. Indeed, the music is novel, and admittedly, zoomin' about lay-ing waste to level after level of processing much the same thing are

pretty much the same thing can be somewhat gratifying. But RF is just too repetitous. Once the nevelty wears off, you're left with a visually tiresome, clemsy shooter. If anything, the two player mode is the only reason I'd ever go back inore than once.



I've been waiting my entire life for this game... I've seen pieces of it before... the puzzle elements are reminiscent of Infogram's games, the play mechanics are similar to Delphine's tilles, and the theme takes me back to D's and 7th

Guest... But this is the first time all these elements have come together to make a truly excel-lent game. This is going to be one of those games: that define a system, and isn't forgetten, like Actraiser or Ghouls and Ghosts. Make series Capcom please! (But lose Barry) Make it into a



This is a pretty cool title, and it's always good to see another 2-D game, especially on the PlayStation. I liked the puzzlish aspects - the first time, that is. But after that, they became sort of tedious. The music's good but not on my perves after a while

good, but got on my nerves after a while. Bottom line: good game, especially if you like category, which I normally do not.



I don't know from Screaming Pink (great name goys) but they've done a great job landing EW/2 on the Saturn. The new backgrounds, like the BIG Jim statue with the cow on

his shoulder, are the coolest, as are the new FX in Lorenzo's Soil. There's much joy here. - While the game has remained pretty much the same, I feel the Salurn version is superior enough to take the plunge more than once. Hey, we got new cows here! And Elvis!

M Ch Ph

Most PlayStation games I've played recently haven't had any fasting power. Helreshingly, Descent has enough substance benually the sheen to provide days, and not just hours, of PlayStation enjoyment. Besides the crazy lighting effects and awesome techno soundtrack, Descent has huge, huge levels, addicting gameplay and challenge galore. The 100% 3-0-ness of this game (and the unusual controls that harness it) take a while to get accustomed to, but once you get used to it, a fun time is yours for the taking.

G, C, P, M, O, 8 8 8 7

If it's ten your tooking for, Return
Fire's got you covered. From beginning to end RF is a blast to play,
particularly in the 2 player mode.
You would not believe how ruthlessly evil you become and how hard
you'll laugh as you try to blast your
buddy to smithereens. And to top it off, RF has
some of the best game music (wall, sort of) of all
time, plus it's used tongue-in-cheek in this game.
In fact, this whole name doesn't take itself seriously and that's its main appeal. Games like this
don't grow on trees, so grat it while you can.

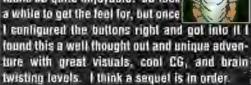


I am truly speechless. In all hon-esty, this is Capcom's best game since Street Fighter II. Though not wholly original like the aforemen-tioned triumph, Capcom has taken the best aspects of a number of games such as D's and the Alone

games such as D's and the Alone
In the Dark series and melded them with
Japanese joy (and some slightly pathul voice
acting) to create the ultimate "don't-play-it-byyourself-at-night" game. My only gripe is the
incredibly unfair save system, but I'll deal with
it to play the best original 32-bit game so far.

G C P M O 99

I would have proferred a more happenin' rock star (a purple pompadour?) but otherwise I found JB quite enjoyable. JB took a while to get the feel for, but once

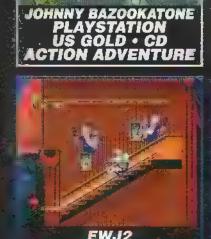




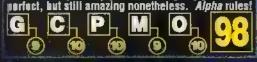
The Saturn version of EW/2 is the best Jim yet, but is it enough? Jim 2 graphics have been given a subtle boost with additional scrolls in the background, increased color and

more enimation, but the program-mers could've taken the graphics much further. The control and gameplay is classic Jim, in other words, beautiful. They also slopped up the difficulty a tad, so only true gamers need apply here. Overall, the game is tab, but agein, I wish the programmers had pushed the Saturn's graphic envelope a bit further with Jim 2.

C, P, M, (\bullet)



I getta admit, I'm a sucker for SFA.
Saturn Alpha is identical to the PS, save a few small differences. The shadows of the characters supermoves are a little different from the PS version (which emulates the arcade perfectly). Perhaps the Saturn lacks transparencies and Capcom had to settle for less than perfect shadows. Also, the sound separation of the tunes and samples sound slightly tinny and busted. The painful loading time has been cut and busted. The painful loading time has been cut down, however, and the great SS controller only accentuates your enjoyment of this godly game. Not parfect, but still amazing nonetheless. Alpha rules!



Capcom proves once again, that they are the kings of coin-op translation. Although X-Men isn't Capcom's best arcade to home port (frames of animation are missing in the game) you would have to put the two side by side to tell the difference. The gameplay is perfect, the control is spot-on and the sound is ... well, it is the arcade sound. Whether you're a tan of the arcade game or just enjoy good lighting games, X-Men is for you. "Great game."



Such a disappointment. Why oh Such a disappointment. Why oh why can't we get a perfect version of MKII? Not only has this now-archaic and totally overrated arcade game been done to death, but it's also in the awkward position of being a vasily interior coincop branslation than the 5 month old PS MK3. Combos are missing, the load time sucks and, almost unbelievably, the music and sound effects don't come close to replicating the arcade game. Die, please.



the arcade game. Die, please.

Johnny Bazookatone is a very cool game. What seems like a basic platformer at first has much bigger aspirations, as you'll find some pretty deep gameplay here. Add to that excellent rendered graphics and some inspired tunes and you've got yoursell... sur-prise!! A 2-D platformer on a next-gen syslem worth owning. I still need more. Re: the Saturn game ... This one just leels better.



What's this SNES game doing on a PlayStation? Seriously, the graphics of this game look as if they belong on a 16-hit cartridge instead of the PS. Although The Firemen 2 has decont (albeit linear)gameplay and great music, the artists at Human should've spent some fime bringing the visuals up

to 32-bit standards. It's really too had because TF2 is actually a good game (don't laugh, I like) part one as well), and that abould be enough to carry the game, but it's hard to get passed the stone-age visuals. TF2 is addictive and archaic all at once.



I have a question. Must every fighting game posses a "combo system," "two in ones" and other such SF2 spawned rip-otts? Wouldn't that just make them, well, rip-offs? Perhaps games like 72 have something else to offer, like simple yet very fun fightling that anyone can enjoy. By the way, set on hard, it aim't that easy. Not everyone lives at an SF2 machine. I play all kinds of games and my opinion on 72 is that it does what it is meant to do just about as well as it can be done. It is, in a word, beautiful. Fun too.



Why did I rate the Saturn Alpha lower than the PlayStation ver-sion? Three essential aspects: The super shadows are snapped, taunting is extremely difficult, and the samples are

tinny and far-away sounding. The Saturn version loads faster than the PS, but the purist like myself must have arcade exactness. Still, it plays the same (if not better with a Salurn pad) and, well... It's Alpha.



it's pretty cool to see X-Men on the Soturn, looking nearly as good as it did in the arcades. While the lack of frames hurls, the backgrounds are

frames hurls, the backgrounds are pretty cool, and it's still an accomplishment by 2-D standards. Unfortunately, as each as the characters are, I just never got into the whole huge playing field/zillion hit combo/ultra low damage thing. Still, I'm encouraged by Capcom's graphical success and looking forward to Night Warriors. An idea for Capanon: when you do Marvel Super Heroes, let the player choose between better animation and better backgrounds.



Aithough I can't claim to be a fan of Mortal Kombat II, I've played the arcade original enough to tell that the new Saturn version is the exact same

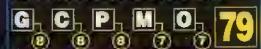
new Saturn version is the exact same game with screwed up animation, sound, and color. Add to this the fact that the Saturn version needs to quickly load every special move the lirst time it's performed, and you'll end up with an unattractive choppy mess that pales in comparison to the SNES version. In fact, this game wasn't that good in the first place, and Probe samehow made it even worse.



This is a pretty cool title, and it's always good to see another 2-D game, especially on the PlayStation. I liked the puzzlish aspects - the first time.

That is. But after that, they
became sort of tedlous. The music's

good, but got on my nerves after a while. Bottom line: good game, especially if you like the category, which I normally do not. The PS version scores a touch higher.



Now this is what I call a step back. Just a hair better than 16bit graphics, only because of the increased color palette, slow boring gameplay, and zilch effects makes this one hurtin' pile o' pain for the PS. For some odd reason

Firemen actually has good music, but 60 bones is a little steep for a soundtrack. Nope, sorry, the only fire you'll need to put out here is when I torch this turd.



When Toshinden came out, it received a flurry of 10's, 100's's, and Best Game Ever" comments. But once that fevel of graphic quality became commonplace, I brink everyone finally realized what an awful game it really was, I was looking forward to BAT2 to see if they managed to add some play control to their graphics (I mean, they must have known...) but alas, they did not, and we have another Toshinden game with great graphics, awe another Toshinden game with great graphics, awe don't get points for novelty anymore.

G C P M O 78

(5) (3) Oh no! The super shadows are different! How can I go on? hard to put your linger on the differences between the cain-op, PS,

or Saturn. Personally, the nimble Saturn pad makes all the difference to me. As far as Alpha goes, well, my favorite characters, (Honda and Cammy) are gone, and visually there's not much new bere. Of course all SF's play perfectly, but I'm looking for SFIII to re-kindle my fightion spirit fighting spirit,



Trust no one but me - Saturn X-Men is missing MANY frames, at least half of the arcade. It still plays the same, but who cares - it played lamely in the arcado, and all it had going for it was trade-

mark Capcom visual force. Il you're a manic X-Men fan you'll be disappointed, but if you haven't played the arcade game, you'll probably love it. CD systems just weren't meant for this game, I guess.



Amazing! I thought Probe was done butchering MK2 translations, but they've got a blood-dripping knife once againt Although the kombos that didn't work in the Genesis/32X "ver-

sions" are finally active, there are countless other problems. The main two are music and chunks. The music is brand new Probe crapola (most of the voices are gone by the way), and the action is way too jerky.



I would have preferred a more happenin' rock star (a purple pompedour?). but otherwise I found JB quite enjoyable. JB took a while to get the feet for, but once if contigured the buttons right and got into it I found this a well thought out and unique adventure with great visuals, cool CG, and brain twisting levels. I think a sequel is in order. Hey, deja vo! I liked the PS version just a bit more. The CG's cleaner and there's more sound FX.



If this game were, say, a traditional overhead action game it would have scored a substantially lower score. The theme saves il - when have you played a fire-

fighting game? Hurtin art, fairly Interesting gameplay and a hyper-hokey storyfine harm the game further, but the CD's worth buying for the music alone... This is illerally what I imagined a CD Final Fantasy to sound like.



Wow. I never realized how much I really hated the way Toshinden played. I, too, was among the fools who was blinded by *Toshinden 1*'s visu-

els... for this I apologize. If you're not a twisted, snapped, and thor-oughly ruined fighting game fan like myself, you probably won't give a damn about how it plays... 'cause does it *ever* look good.





SATURN CAPCOM • CD FIGHTING



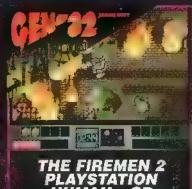
SATURN ACCLAIM • CD FIGHTING



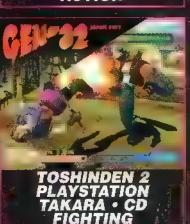
MORTAL KOMBAT 2 SATURN ACCLAIM • CD FIGHTING

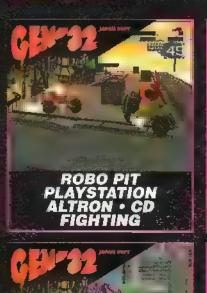


JOHNNY BAZOOKATONE SATURN US GOLD • CD ACTION ADVENTURE

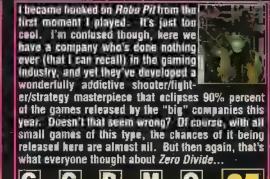


THE FIREMEN 2 PLAYSTATION HUMAN • CD ACTION









C₁P₁

This game makes me wish that I had one of those TV-in-a-TV things so that I'd have something

to do while I play. How could they take stunning backgrounds, origi-

(8)

.(8)

(5)

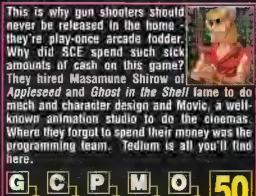
Wow, I didn't expect Robo Pit to be much mare than a side-show, but as it turns out, I'm quite impressed. The depth of the gameplay especially stands out. This is one title where, if you like

the action, you really get your money's worth. The III' guys you can make will have you rolling, and the multiple viewpoint fight scenarios are like a munchkin game of Reverthion. I hope the Saturn version's as good,



There are plenty of positive things I could say about Horned Owl. It has a cool gun. and um, erri....





(3)

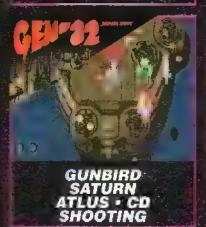


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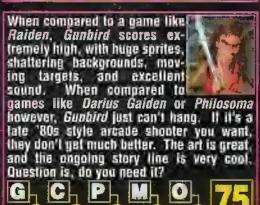
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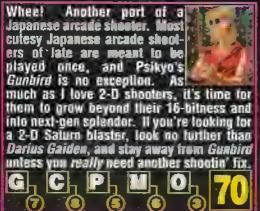
ORNED OWI PLAYSTATION SCE • CD

SHOOTING

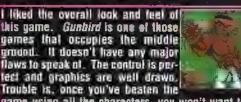


7

(T)



(5)



I liked the overall look and feel of this game. Gunbird is one of those games that occupies the middle grodod. If doesn't have any major flaws to speak of. The control is pertect and graphics are well draws. Trouble is, once you've beaten the game using all the characters, you won't want to touch it ever again: In other words, it's a forgattable game. Gunbird is challenging but far from impossible. If you like Japanese anime and enjoy shooters, then this might be a good diversion for you. Just don't expect anything more than that.



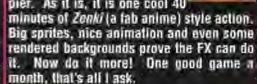


Wow! A 2-D side-scroller on the FX! This is what we need more of. It isn't even a fame original character either... it's Zenki! Combine truly impressive, parallax-and-effect-laden sidescroll with diverse, tun play mechanics and you have Zenki: Vajura Fight. You

An action game on the FX?! What a concept. Well, I like Zenki, I like Hudson, and I like traditional side-scrollers, so what's not to like here? It's a tad short, the intermissions blow, and

(7)

We-ha! Another FX game I can play! My favorite exotic toy, the blazin' little PCFX, gets its first action game. Were if three times as long, I'd be even happier. As it is, it is one cool 40 minutes of Zenki (a fab anime) style action.



though... loo bad. G, C, (3) (T). (6)

can beat the game in a half-hour.

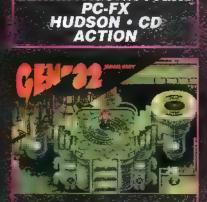
you going to buy? G₁ C₁ (Z) .(T) (5)

they could have used more colors, but

these are all lorgivable offenses.

Besides, if you have an FX, what else are

month, that's all I ask. C P M O ((8) (8)



Y'S V SUPER FAMICOM

OM • 24-MEG CART ACTION/RPG

The gaming world has never harmed me more in my life. Falcom has done the most exit thing imaginable: taking a classic CD series of heaven and throwing it on a cheap, nasty 24-meg cart.

Even more hell is Falcom's announcement that this is the LAST Y'S GAME! What the? Taken as

Well, they've finally broken Y's. Not the way I thought hey would with a rendered nextgen version, but right here on 16-bit. Super linear game-play, idiotic bosses that bare-

a stand-alone game, Y's Vis OK, with homorom play mechanics, effects and music. Farewell, V's: You meant a lot to me, and I daresay you changed my life. Now it's truly over. The developers of this game must be made to realize that they've done something horribly wrong. You don't just take an epic CO series, tamed for its music and intermissions, and turn it into some unio-spired Sufami adventure game! It's Rut on the other hand. I have to acknowledge that this game is, by itself, and not compared to the rest of the series, pretty good. Really short, but still pretty good. I just can't stand the thought of those self-outs at Falcom getting your money... outs at Falcom getting your money... P₁ M₁ O C

(6)

(6)

ly move and a map about the size of Gilligan's Island make this a real tear jerker. To add insult to injury, the music totally sucks. It's an 8 hr. game with 2 good hours. Farewell.



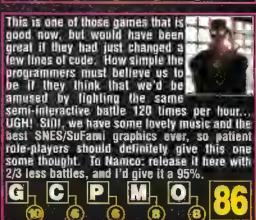
P₁ M₂ O C (6)

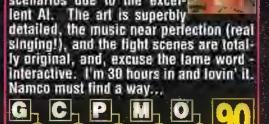
Tales is the best RPG I've ever played in Japanese on the SF. I can't read the story

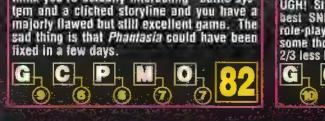
but I'm pretty clear on the scenarios due to the excel-



Beautiful graphics (perhaps the best the SFC has ever seen) excelent tuneage, passable spell effects and 16-megs of voice alone is fantastic, but combine that with an annoying Seiken 3-ish. We think we're making you think you're actually interacting battle system and a clicked storyline and you have a majorly flawed but still excellent game. The sad thing is that Phantasia could have been fixed in a few days.













a first look at the men, 2 women, and 1 Samoyan could pro-be closer to market. And if we take that couple of months upcoring PlayStation verdue out in April. duce one of the year's best action adven-down the road. I think it's pretty (Although complete, the Satura version has been ture title with their very first release. pushed back until March, for

the purpose of marketing them together). Unfortunately, Joby's "cranial implant" prevented him from directly answering any questions about what Neversoft has been working on in the meantime, but we managed to get a few clues...

GameFan: To start with, where exactly did Neversoft come from, and how did you end up doing a Skeleton Warriors game?

Joby Otera Skeleton Warriors was our first game as Neversoft. [Neversoft] had gotten the contract to do a 16-bit version of Skeleton Warriors, primarily for the Genesis and later for the SNES. Basically, because of Dave [Lumin, of Playmates]'s insight into the future of the 16-bit market, the decision was made to look at other possibilities of bringing Skeleton Warriors to the market We were all very enthusiastic about getting our hands dirty on the new 32-bit platformers... I had had a limited amount of experience working on the Saturn at a previous company with a game called Blackfire...

At this point, the GameFan delegation was unable to suppress a rude snort. Blackfile was never one of our favorites]

A very limited amount of experience I would say [laughs]. I'd seen enough of the Saturn to see that it was a very exciting piece of hardware, Especially in comparison to the limitations on the lenesis and SNES. So when Playmates said "Well, we might be terested in doing Skeleton Warriors 32-bit," we were all over that.

fair to say that at the time it seemed like the Saturn seemed

like a better platform to do this particular type of game on...

As you can see, we did a really good job of implementing pretty much 100% that same game on the PlayStation, but certainly at the time the perception was that the Saturn was better suited for this kind of game. I think it's pretty fair to say that both of those platforms... Some of the developers out there are utilizing the Sony almost exclusively for their 3-D first person kind of stuff, and the Saturn for the kind of stuff that we're doing. But really, if you look at the really stand-out stuff for any genre, the best on either platform are pretty comparable... Look what Scavenger's done with Amok, or Scorcher. They're easily the same calibre of 3-D as any thing on the PlayStation. So all this commentary that's getting into the press about one platform being the de facto console for any particular kind of genre... It's pretty premature to be saying that. GF: What about now for the newer systems like the M2 or Ultra-

JO: We're keeping an eye on that, and we're also thinking about getting into the PC market. It really depends on the state of the market saturation of the 3-D hardware acceleration on the PC platform in the next year. We're pretty interested in doing some network based games... There are a hell of a lot more PC's out there than Saturns and PlayStations. But the things we want to do are pretty much dependant on the level of 3-D hardware acceleration. GF: How long have you been working on the Skeleton Warriors













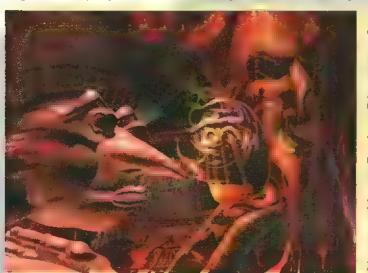
The original wire-frames for the animation in Skeleton Warriors. Can you believe they did most of this on a Pentium!?

project?

JO: The first time that Neversoft came in contact with the licensee was about a year and a half ago. We worked up until about late November under the idea that we'd be doing a 16-bit platform game. It was about mid-December '94 when we got the go ahead to do the 32-bit version, but it wasn't until March when we got the actual development hardware.

GF: Did you feel you were hindered by having to work within the limitations of a license?

JO: Basically it was only the first two months or so we were working on the project that we really felt hindered by the fact that we



Neversoft's 3-D. Art. Director, Co. Owner, and Tour Guide, Joby Oterc with some of the amazing artwork h does during his time off. I wish w had space to show it all...





were working on a license. And it was really a self-imposed fear of stepping across the border of what Landmark felt was an appropriate use of their characters. But it was only until we had actually made our first submittal of artwork and the initial 3-D models of Landmark's characters that we felt that way... After they had seen it and we got their initial feedback, we realized that they were going to be very easy to work with and pretty enthusiastic about the minor changes we had made in their lead characters. And in fact, in one instance I went so far as to completely redesign the narrator character that appeared at the beginning cartoon and they really gave nothing but very enthusiastic feedback about it.

So from that point forward it was a very enjoyable relationship between Landmark, Playmates, and ourselves. And we really began to break ourselves away from feeling any sort of fear in putting out own artistic slant on any of the characters. We did essentially begin to feel as though we weren't really working on a license anymore.

GF: So they had no problem with the dark atmosphere of the game?

JO: No, if anything they were encouraging of that.

GF: So there's nothing you wanted to slip past, but wasn't allowed in?

JO: No, I mean, I think we did a pretty good job of trying to put a little bit of gore in, and I think we felt that we should err on the side of being conservative, but when we heard feedback from them, we felt that there was really no cause for our concern.

GF: What was it like working with Tommy Tallarico on the sound-track? Was the result what you expected?

JO: When he came in, I didn't know what to expect, basically. He has a very unassuming personality, so I had no idea what he was

actually going to do with the music. Initially, what I wanted with the music was for it to be kind of pieced together, sort of a collage of different environmental sounds. Not like ambient music. but, for instance, if we had like water dripping in a cavernous background alluded to in the visuals, then there should be some kind of percussive sound like that. some drums have that kind of tone to them, they sort of sound like water dripping in the distance. Or the low hum of distant









chanting, like Tibetan monks or something. I never got to hear any of it, but apparently he did some tests with music that was sort of along those veins, and it was really, I believe, Playmates' decision to go with something that a was maybe a little more classical, and at the same time, agressive...

GF: Can't you tell us anything about your next project? Even just vague hints?

JO: Well, um, everybody here is pretty enthusiastic about being able to take the basic structure of the game that *Skeleton Warriors* turned out to be, and embellish it with some of the things that we know we could have done better, if given more time, or more experience with the hardware. So we'd like to do something like that, I

can't say for certain in the press whether we're actually going to do that.

We definitely want to to be able to utilize our talent with geometry and textures and engines for real time 3-D first person perspective type games as well. We have a concept that's been in the works since pretty early on in the *Skeleton Warriors* development that we'd like to bring to fruition, so that's one of several things that we're very enthusiastic about. If I had to rate the likelihood of something





So, just who are these people? No, they're not that group that broke off from Shiny (that's Neverhill, darn it!), and they're not fresh-faced newcomers either (with a few exceptions). The majority of the staff came from Malibu Interactive, and individual members also hail from Argonaut, Clockwork Tortoise, and Novalogic. They are:

Top row: Daniel Morgan Beenfeld (Programmer), Kendall Harrison (Programmer), Michael West (Technical Director/Owner), Mark Wilson (3-D Artist), Brenda Ross (3-D Artist), Natural Born Killer Dave Lumin (from Playmates), Jason Uyeda (Producer), Mike Day (Programmer), Joel Jewett (President/Owner), Christopher Ward (Art Director/Owner), Noel Hines (3-D Artist), Jun Jun Calvia (Producer)

Front row: Brian Schmitt (3-D Artist), Joby Otero (3-D Art Director/Owner), Allen Fernandez (Producer), Lisa Edmison (Special Projects Manager) As you can see, Neversoft adheres to a particularly strict dress code... The dog's name is Logan.

like that happening in the next two years, I'd probably put it at about 50/50... If I was rating it strictly on the basis of the quality of concept and our - to me - very obvious ability to carry it out, then I'd say it's 100%, but it's pretty hard to gauge where the market's going to go, and that and some pretty upper echelon business decisions are going to determine what's on the curriculum of publishers.

Thanks to everyone at Neversoft for all of their hospitality, and best of luck on the new project, we can't wait to see it!

ayStation Version!



We also talked with Kendall Harrison, who's working hard on finishing up the PlayStation version of Skeleton Warriors.

GameFan: I wanted to ask you about some of the changes you had to make to make the PlayStation version work.

Kendall Harrison: Well, the Sega can do scrolling backgrounds in hardware, you just load them into memory and they appear on screen, it's just a couple of lines of code. And the Sony, all it can do really is draw sprites on the screen. It can do it very fast, but that basically means you have to emulate everything that the Saturn does using sprites. So the far backgrounds have to be done using blocks of sprites, and it turns out that it can't do it fast enough to get it within 60fps, so we have to do lots of tricks, like when the distant background isn't visible, it doesn't draw it at all, and we have a lot of messy tricks like that, to make it just draw exactly what appears on the screen, and that's what takes up a lot of processing power. And that's basically how it works, it's very messing programming, really.

GF: But you're confident you can get 100% the same results?
KH: Yes, possibly the fog that moves across the screen might be slightly different, 'cause on the Sega that's just another bitmap which moves automatically, and doesn't take any processing power at all, but on the Sony it has to be done with sprites, and has to use up a lot of processing power... So basically everything which took zero processing time on the Sega will take up a good chunk of time on the Sony. But luckily the actual processor on the Sony is a lot faster. It's moving twice as fast as the Sega's processor. So that kind of equalizes out. It was quite a tight squeeze, and we had to do a lot of optimization.

GF: How about the bike sequences, can those be done any easier on the PlayStation?

KH: Possibly, on the Sega there's a lot of warping on the textures when they get closer on the screen, and that's because the Sega can't do Z-clipping very well, it can't give an arbitrary offset to the texture in memory. Whereas on the Sony it should be able to do that better. But then again, the rotating backgrounds on the skybike scenes will have to be emulated. But it should look more or less identical.

From what we've seen so far, it appears that Neversoft is well on their way to achieving their goal of a perfect Skeleton Warriors on PlayStation... Look for a review in the coming months!



Dear GameFan,

You already know this, I'm sure, but I got so excited about it I just had to tell some-

Remember back around the time Sega released Dynamite Headdy? You guys wrote a couple of articles on two upcoming Genesis tittles that were described as "phenomenal" - Flink and Tinhead. Well, of course, Flink finally got a belated release thanks to Vic Tokai, but I totally gave up on ever seeing Tinhead. In fact, I'd even written to the company requesting that they release it, citing the GameFan article in the process. So... imagine my surprise when I walked into the Electronics Boutique yesterday and spotted a single copy of *Tinhead* for sale! And get this: it was only \$19.99. A "brand new" release for only \$20? Great!

Now, can you explain two things? Why did Crystal Dynamics wait over a year to release Tinhead? And why did they release it at \$20? By the way, Tinhead is everything you said it was and more! Like E. Storm, my favorite game genres are the action-platform titles (Sonic, Mario, Sockey, Sparkster, etc.) and RPG's. Why didn't you guys let us know that *Tinhead* was finally coming out?

Greensbaro, NC

Because we didn't know, ourselves! This is insane, but the morning we got your let ter, the staff was sitting around and chatting, and the topic of Tinhead came up... Storm was desperately trying to find 🐠 if it had been released in Europe so he could get a copy. Then we get your letter, and it truly made our day. The Pastmeister and crew humbly thank your We hope to be able to re-review Tinhead next issue, and get to the bottom of what exactly took so long.

Dear Postmeister,

Why are you guys rating preview versions of Saturn games? It started with Dark Legend, which has silky smooth animation, with not a hint of framiness, and great music. Now it's VF2. In my version, Shun Di has his sake and drinks it plenty. The characters' hair drift with the wind and react to the character's movements, and there is a cool effect in Dural's stage. Also, Sega Rally actually has 3 cars and 4 tracks. Other than the above problems,

your map is great. Keep up the good work. Dave Wilcox Westport, CT

Thanks for bringing this to our attention, Dave. Yours was not the only letter we received about Dark Legend, and we're going to look into it and re-review it next month if necessary. We never review preview games, but many times the copies that we're handed for review purposes are not 100% final versions even though they're clearly marked "review copy. Thanks to the quick production time for compact discs, games can undergo last minute tweaking mere days before they may the stores, so even our "shal" copies may not be 100% complete

Dear Postmeister,

First off, I would like to compliment you guys on the great job you always do. I occasionally pick up "other" mags, but they usually only have a few good articles. GameFan, on the other hand, is like the ELVIS of gaming mays. You always spend a lot of space covering my favorite subjects - RPG's and the Japanese yaming scene. I have just subscribed to GameFan because your sideburns are so godly. Anyhow...

There are a few reasons for my writing, one of which is to say that I just sold my PlayStation to buy a Saturn. Sony of America doesn't seem to recognize that not everyone in the world wants to play 3-D polygon games. I purchased the PlayStation to play Arc the Lad, which I bought on import. But one RPG (no matter how omnipotent) just doesn't out it! Alter considering the great games (Albert Odyessy Gaiden, Golden Axe: The Duel, Pretty Fighter X, and Guardian Heroes) that are coming out only for the Saturn, along with the news of the Sega-SNK cross-licensing deal, I decided to dump my PlayStation for a system with a better variety of games.

Now, on to Samurai Shodown 3. I stumbled across this incredible game in the arcades, and I was wondering why I haven't read about it in your may?

Also, I have a few questions that you can answer if you want to:

1) Will Samurai Shodown 3 and Samurai Shodown RPG be released on the Saturn soon?

2) Is it a joke? Or is Dragon Warrior 5 finally coming out on SNES?

Is there a company or group of individuals capable of translating strategy guides for Japanese RPG's? Although I've played through Arc the Lad, Final Fantasy 5. Romancing Saga 2, and Secret of Mana 3 without translations, it would have been nice to know what the townspeople were savina.

4) What is your projection for the next generation system with the best RPG outlook? (As of right now, in my opinion, Super Famicom is still king)

Thanks for your time. You guys rule! Phil Neubauer Slinger, Wi

Wow, because of your lovely Elvis comments, I no longer have the heart to make childish cracks about the name of your city... But I do have bad news, and you should sit down, 'cause this is gonna hurl Samurai Shodown III is a spectacular. game, and it's coming out for the PlayStation you just sold. Yes after in ... ing the deal to license games to Sega, SNK turned around and became a Sony 3rd parly company themselves. They're mak-ing King of Fighters '95, Samurai III, and Fatal Fury: Real Bout...

1) But there's still hope for a Saturn ver-sion, too. SNK and Sega did a readers' survey in a Japanese Saturn magazine, and the top 4 Neo games they wanted to see on the Saturn were, in order, Samurai III, the Samurai RPG, Samurai II, and Samurai I. Let's hope they get the hint. 2) Dragon Quest V will never come out here, but there's still a chance that Nintendo could release Dragon Quest Vi here as Dragon Warrior 5.

3) Some mail order companies sell translations and walkthroughs with the games or you can try to download FAO's about them from the internet.

4) The Saturn has a strong lead both in RPG releases and RPG's planned. The PlayStation only has a few, but a couple of high-profile titles like Beldeselva and Arc the Lad 2 are coming up. The FX has some big RPG's coming too. Still only FFVII and the new DQ for the Ultra

Dear Postmeister,

I must compliment your December magazine and especially the Anime section. I hope to see this more often. I have a few questions:

1) Since SNK is porting Neo-Geo games over to the Saturn, will any of these games come out: Magician Lord, CrosSwords and the Samurai Shodown RPG? Can you give me a list of SNK games coming to Saturn? 2) When is Riglord Saga coming to the US? Is the game any good?

 I am disappointed with the Stunner for Virtua Cop. Why does Japan get a nice black gun while the Americans get stuck with an ugghh .. orange gun?

4) When I heard Dragon Ball Z was coming to Saturday morning cartoons. I thought.

SHE'S A BOUNTY HUNTER WITH Zeiram — the most dangerous life form in the galaxy. It's virtually unstoppable — perhaps even invulnerable. The Tedan Tippedai Corporation secretly attempted to import Zeiram

attempted to import Zeiram to be used as the basis for a powerful new bio-weapon, and now it's loose. Iria, a ruthless young bounty hunter whose brother was butchered by Zeiram uncovers this information while stalking the monster — evidence that certain parties would rather have silenced. Now Iria must expose the silent conspiracy before any more innocent people are massacred by the monster. With the aid of her young sidekick, Kei, and a

Iria will avenge her brother's death... only who is

nameding where!

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{Contains episodes 38.4}
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Science Fiction. Original Japanese dialogue with English subtitles.
Unrated. Contains graphic violence.
Parental discretion advised.

Iria
Zeiram The Animation, Volume 3
{Contains episodes 58.6}
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Color. Steree 60 minutes.
Science Fiction. Original Japanese dialogue with English subtitles.
Unrated. Contains graphic violence and brief nudity. Parental discretion advised.

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"Wow, I don't have to buy bootlen movies anymore," but I was wrong. I was surprised to see the old series for little kids Do we have to wait another 10 years to get to where Japan was recently? Or will we never have Dragon Ball Z come to the states? I'm sure a let or *Dragon Ball* = were disappointed.

5) In your last mag, someone wrote a let-ter saying how bad the cover art for Toshinden is for the American version, but the Japanese one isn't good either. It's a

ver of nothingnes

6) Why is it that all 3-D fighters are polygon fighters? Can't they make a 3-D fighting game like Virtua Fighter with cartoonlike characters from Street Fighter or something like that? Didn't Sega make a 3-D fighter of *Dragon Ball Z* in Japan?

f) I doubt there's energy interest to war turately. Here's the "list" for Saturn, as it stands: King of Fighters '95, and Fatal Fundil. Whew, hope you got all that E) sout, it is retitled Mystaria and so pretty good.

3) wasn't really their decision. After a ram of accidents involving take guns, consumer pressure on toy stores made them sta selling realistic-looking guns, hence the fruity colors on all video game guns sold in America. Remember the

SuperScope and Justifier?

4) The producers wanted to show the ple series in order, so they condensed cut the original Dragon Ball series so they could get the DBZ episodes soon Let's hope it doesn't get sancelled

3 Ictually, they re-released Toshingen in Man 7 or 8 menths ago, with nice anime cover art.

Well, obviously any 3-D game is going ave to involve polygons, but there's no son they have to aim for realistic look characters. We'll see how Bandai's 🗈 D Dragon Ball games coming for PlayStation and Saturn look in a few nths

🖿 r Postmeister,

Being the greatest game mag there is, I'm sure you guys can answer these que-

- 1) In another game magazine, there was an article on Squaresoff and Enix explaining that they've decided to quit releasing games to the US because of low software sales. Could this be true!? The two RPG giants of the world just leaving US RPG players stuck in the mud! If it is true, think both of them need to really rethink their pititul plan. They both don't know how much American really loves their incredible games.
- 2) Is there an exact date on when NU64 is supposed to come out? April 1996 is really not enough information. Nintendo! 3) Do you think 32X is dying?

4) Jaguar? 5) Is CD-I dead?

Finally, there was word for a white on. an RPG for the 32X. Is it still going to be released? If it is, do you all have any infoon it?

Thank you for your time, Sean B. Kamp, San Antonio, TX

- T) We ve had a lot of panioxy letters about mis, but gamers shouldn't worry. It's true that Enix and Square are slowing down in terms of translating SNES games, like many companies who are unsure of the future of 16-bit platforms. Hopefully they'll return to their full force when the Ultra comes out. In the meantime, hower er, Nintendo is licensing a lot of their games, including Genesis (Creation of Heaven and Earth) and Tactics Ogre (sequel to Ogra Battle). Considering Mintendo's history of timely and well done transluons mis might actually be a good thing. So the growing revolutionary army of people who write and call Square constantly to get them to release Secret of Mana 3 might want to turn their attention to Nintendo...
- 2) April 21st in Japan, not per announced here.

3) Definitely

- 4) (Bracing self for possiony violant in the live reaction from the three psycho Jaguar owner who write me every day) Yes. 5) Totally.
- 6) Shadows of Atlantis and Alone in the Dark were both cancelled, perhaps y mean, one of those? Other than that, we've beard nothing, and no one's working on new 32X titles anymore

Dear Postmeister,

As a proud new PlayStation owner, I'm thoroughly enjoying watching Sony trounce Sega. I used to be a loyal Sega customer until something terrible happened. You see, this is hard for me to talk about, but -Lown a 32X. Figures I've seen indicate that there are 400,000 of us victims out there. That's a lot of PO'd gamers, many of whom will never buy another Sega product. Sega should offer a \$100 rebate on a Saturn to all 32X owners.

Anyway, color me Sony from now on. They've done an incredible job, and the machine and the games rock. A few things are bothering me though.

- 1) Sony really shouldn't doctor the pictures in their ads. It's terribly obvious and very uncool.
- 2) The multiplayer setup is highly impractical, except in the offices of game magazines. Sony needs to make a modem. Are they talking about it?
- For a while now I've been hoping someone would use the storage capacity of CD's to publish lots of arcade classics on one disc. So of course I was elated to hear that Namco was doing just that, and that Vol. 1 would have two of my all time favorites: Bosconian and Xevious! But then I read somewhere that they won't be released in the US because Sony has

some stupid rule that all games must have endings. Please tell me this isn't true! John Tucker Jackson, MS

Yeah, we're getting a lot of letters was owners of the abandoned 32X platform, and I expect a ton more to come... This is really something that Sega has to address but somehow I doubt they will. 1) Agreed.

I've heard outhing from Sony, but X Band should have one out this summer. 3) Actually, this was probably just a marketing decision reflecting most imericant lack of interest

Dear Postmeister:

I am very sorry this letter is so short, but I only have a couple of questions. What exactly was the VF2 Portraits Collection? I know it was a bunch of high-res VF2 stills, but how did it work? Was it for sale in Japan? Il so, then how come nobody saw it over here? Are you getting tired of people asking about *Phantasy Earth* like it was the hype of the century? And finally, do you think JVC and Hitachi are bringing their Salurns to the US?

PS: I think more readers should write in and complain about Sega's stupid denial of RPG's. If those white-shirt bonehads at SOA think we actually enjoy that Ghen War, BlackFire crap then they're seriously lacking some strining wisdom (so it's corny, sue me...) Gideon Valera, San Antonio, TX

i just ward to know why, like, 40% of our letters are coming from Texas these days... Maybe I could rup for governor there... Hommi... Well, anyway, the Virtua Fighter Portrait Collections are still coming. You just stick 'em in your Saturn, and it plays various renders of the VF characters while playing their theme song from the "Dancing Shadows" CD. They're preb ty cool little collectors' items (although some of the songs HURT), but of course they won't be coming here, as Virtua Fighter is nowhere near as popular in 🔙 states. No 3rd party Saturns are planned for the US market... And I never tire of nearing from Phantasy Star face. They're the only ones I can trust; fine upstanding itizens, each and every one of them.
They're few, but proud, and strong. And
together, I have no doubt that we will sit here and wait for mother two years until Sega finally armounces that the game actually *F*antasy Earth and is just a pain.

Upile to the sp fill par son Azardani

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MR. GOE "SHOOT



Fox Interactive's incredible looking *Die Hard*Trilogy may just managed to a series of the series Here's the info handy conde

Taking the rest fight.

Shoot, and race your way through 36 levels based on all three Die Hard movies.

The first movie, Die Hard, has you lighting your way up the Nakatomi Plaza in an isometric overhead view. Starting in the parking garage, you must make your way up to the penthous clearing more than a dozen hars packed with anemies. This isn't just a shoot jest though three ticks down as you must find the lands scatter in moughout each level.

Die Harder, the second levie, is the Cap

Die Harder, the second Inspired shooter. In a Con vie, 🛌 🗀 📙 you are laken





DIE HARD





through the Washington/Dulles Airport. shooting everything that

shooting everything that moves.
In the final flick, Die Hard With A Vengeance, you're strapped inside a car, racing around New York to find the terrorist's bombs before they turn the city into rubble. Of course, this would be too easy by itself, so you'll find the huge texture-mapped levels packed with 15 different enemy vehicles to destroy, and loads of pedestrians to mow down, although this type of behavior is wrong... in real life. If this game plays half as good as it looks, the lack of powerful movie to game conversions will continue to erode. That, and the fact this game condenses three genres into one, makes Die Hard Trilogy one to keep a close eye on. We'll have a review very soon.







DIE HARD WITH A VENDANCE









DIE HARDER

They say the last thing you see before you die is a blinding flash of light.

BUT HEY, YOU'RE A MERCENARY. YOU'RE USED TO THIS STUFF.

You've joined Da Wardenz. Big-time, Mighly brained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battletank. Sure, war

is helf. But at least your hip-hop soundtrack of San star and rapper William



kickin' to the awesome Francisco 49er football "Bar None" Floyd.



























HOTEL DOMINIQUE

THE BOUNCER WILL NOT LET YOU ENTER THE HOTEL DISCO WITHOUT A TICKET. YOU'LL HAVE TO WARP THROUGH POTS, PASS THE SOAP, AND NEGOTIATE SOME CRAZY OBSTACLES TO ACHIEVE YOUR GOAL...



YOUR GOAL IS TO













FIRST, SUCK UP THE BELL AND BRING IT TO THE BOUNCER. THE MERE SIGHT OF IT URIVES HIM LOONY. HE LITTLE IT GRABS SOME BOXING GLOVES, AND KNOCKS A HOLE IN THE WALL PRODUCING A ONE-UP AND A FEW NOTES. NOW LITTLE THE DISCO AND LOFT OFF THE TABLE TO THE LEFT SHOOTING DOWN. THIS WILL PROPEL YOU UNTO THE MATERIAL WHICH WILL EDUNCE YOU UP TO THE FLOORS ABOVE. NOW LET'S GET THOSE ELEVATORS WORKING...

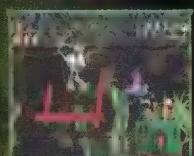






















POSITION THE CASE UNDER THIS HOLE.

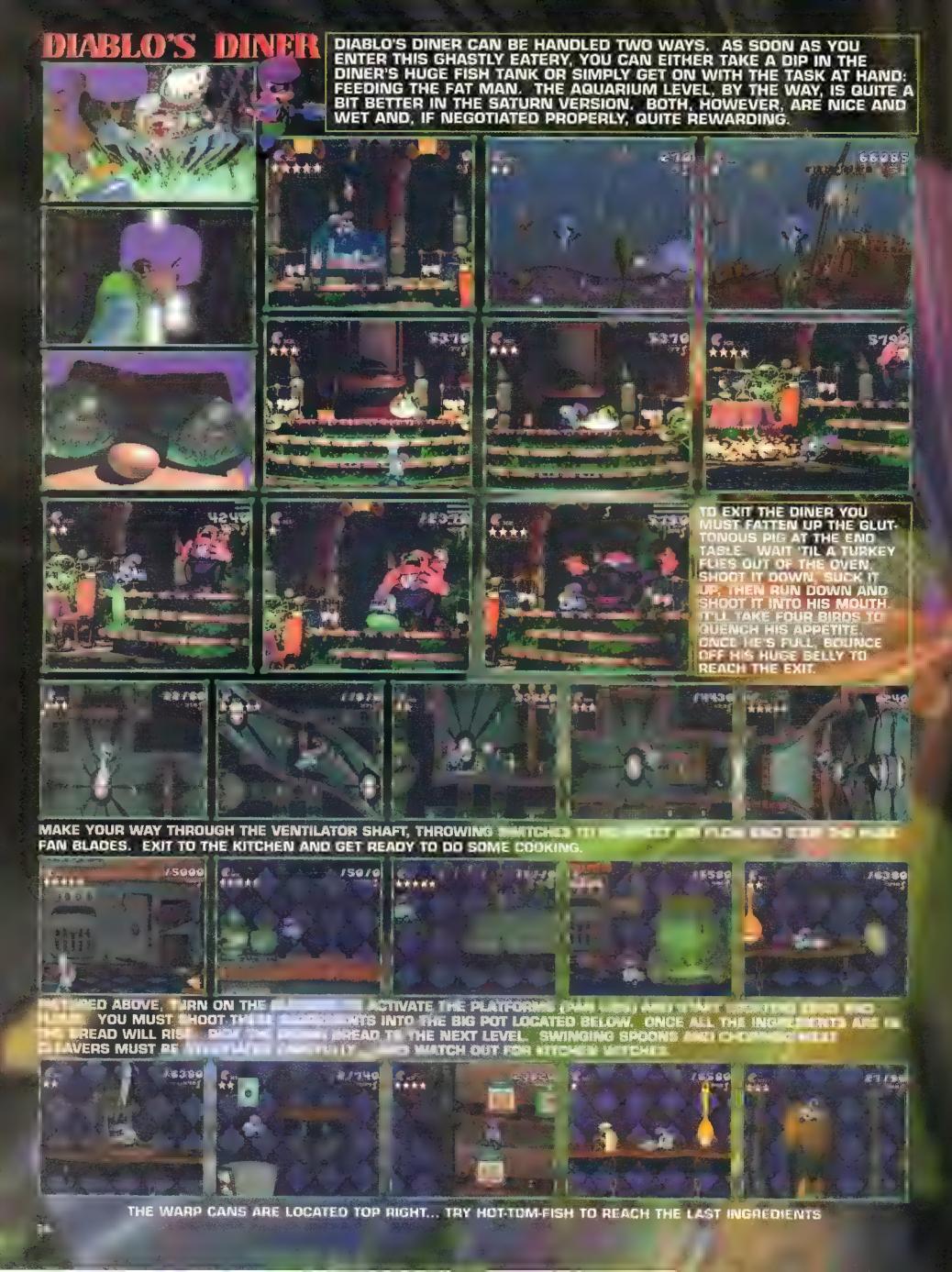
MAKE YOUR WAY TO THE BIG CHANDELIER IND JUMP INTO THE LIGHT. ONCE IN THE TOWER SUCK UP THE SOAP THEN BOUNCE SIDE TO SIDE OF THE GEARS TO GAIN HEIGHT AND JUMP INTO THE ROOM ON THE TOP LEFT. HERE YOU'LL MEET A FREAKISH OLD DUDE THAT JUST WON'T SEEM TO KEEP STILL. SHOOT THE SOAP AT HIM AND HE'LL HIT THE ROAD. NOW JUMP DOWN AND SHOOT THE BREAKER SWITCH TO THE DN POSITION. THE HOTEL ELEVATORS ARE NOW BACK IN ACTION. BEFORE LEAVING THE TOWER YOU MAY WANT TO BOUNCE UP TO THE OPPOSITE ROOM AND CHECK OUT THE FUNKY HOTEL SIGN. NEXT YOU'LL NEED TO LOCATE THE WARPING POTS. THE FIRST ONE IS ON THE RIGHT SIDE, THIRD FLOOR. WARP ARGUND UNTIL YOU SEE A BRIEF CASE. SHOOT IT TO THE RIGHT, UNDER THE SPIKY LIMB, AND THEN GO AND RETRIEVE IT. NOW SHOOT IT INTO POSITION IN FRONT OF THE ELEVATOR AND TAKE IT TO THE GROUND FLOOR. POSITION IT JUST UNDER THE HOLE TO THE RIGHT OF THE TICKET, WARP TO THE HOLE, JUMP DOWN, LOFT OFF THE CASE, AND NAB THAT TICKET!











AMONGST TOE TAGGED CORPSES AND NASTY WET NURSES YOU MUST NEGOTIATE YOUR WAY THROUGH THIS SINISTER AREA. LISTEN UP., FIRST PROCEED RIGHT INTO THE ACTUAL MORGUE. ONCE INSIDE AVOID THE WILD ARM AND NEGOTIATE YOUR WAY TO THE TOP OF THE DRAWERS. NOW USE THE LAMPS TO JUMP ACROSS AND LOCATE THE HEADPHONES...











GET THE HEADPHONES AND THEN TRAVEL ALL THE WAY LEFT THROUGH WARD ONE AND INTO THE DOCTOR'S LAB. GIVE HIM THE HEADPHONES TO KEEP HIM CALM (HE'S GOT A *BIG* MALLET)!











NEXT, EXIT THROUGH THE FIRST DOOR IN WARD 1 AND LOCATE A VENT SHAFT. YOU'LL REACH OTHER ROOMS THROUGH THESE SHAFTS. IN EACH ROOM YOU'LL NEED TO CATCH THE BOUNCING VIRUS. SHOOT IT DOWN, THEN SUCK IT UP AND BRING THE VIRUS TO THE CURE MACHINE, LOCATED IN THE DOCTOR'S LAB. SHOOT IT IN AND A CURE WILL COME OUT. TAKE THE CURE TO THE CORRESPONDING CHARACTER BLOCKING THE OTHER DOORS AND FIRE AWAY. ONCE THEY EXPLODE, YOU'RE FREE TO ROAM. THE BOSS HERE IS WACKY, BUT PRETTY EASY.





























The last following in the last of the last of the last following in the last of the last o

often), but I rarely encountered any such annoyances.

Louisid The music is mostly techno (with a little bit of mostly techno in Ridge Range) with the first the next best thing.

Although the sound and visuals in Descent are very impressive, it's the depth of gameplay, ease of control and addictiveness that whisks this title past ordinary 3-D PlayStation games and elevates if up to the level current ly occupied by Doom PS.

Your objectives are simple: A) rescue hostages. B) destroy reactor, and C. get out alive. The only problem is: D) this is all much easier said than done. Your first problem is finding everything. Different colored keycards are scattered throughout each level and must be gathered in order to destroy the reactor. That may sound easy, but the fact that doors and hallways can be located on the





ceilings, floors, and walls complicate things greatly. Luckily, there's a 3-D automap feature, but even so, it's easy to become disoriented in Descent

Because Descent is 100% in 3-0, precise control is a must. The control in this game is great. Not only can you move backward and forward but also left and right, this upside down and pivot on your ship's a and y axis... in other words,

total control.
Overall, Descent is a fun and addicting game. It combines precise control, detailed 3-0 graphics. great sound, great control, refined gamaplay, and huge levels. This game is long, hard enough to provide days of play, and is executed well enough for you to enjoy the entire journey. If you enjoy a serious challenge and 3-D games are your thing, then check out Descent. Discover a whole new world of 3-D.-K. Lee







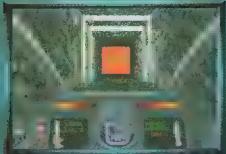








LEVEL 5



Hmm... Could this be an ambush? Naaah!

EVEL .



The hostages are in a room right behind you.



The yellow door is located on the other side of this door...but beware...



Go through this hailway to get to the blue door.



Watch out! A monster maker is on the other side of the blue key.













LEWIS EN WISHESTERN STREET



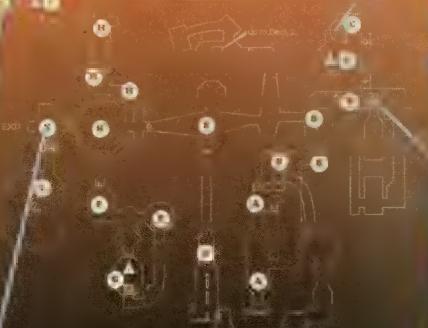




























PREVIEW



PER - EA

MAN - EA

WAT - CD

I IF PLAYERS - 1

THE PARTY - INTERNATIONAL

THE SELF - MARCH



R LUO

THE LET DO SIE ELD











Rash to the Constant of the Need have the state of the Need have the super
The Need have the s

inv II Leed For and III Calz terminates

is still early, by the way) was a sng...

The first and Lagrant from the control of the passes in

is the hope to the



The PlayStation is quickly becoming the home of many a 3-D racer and thusly the less will weather the category's stiff competition. Tune in next month for a special region and find out whether this one's got what it takes to make you will be a second control of the category's stiff competition. The category's stiff competition. The in next month for a second control of the category's stiff competition. The category's stiff competition. The category is stiff competition.























Return Fire, one of the best games for the 3DO, is new PlayStation-bound thanks to TWI and the programmers at Silent Soft (coders of the original 3DO game). The best way I can describe Return Fire to those of you unfamiliar with the 3DO classic is that it's a multi-player shoeter and military action/strate.

The main objective of Return Fire is simple: You must venture into the depths of your enemy's territory in order to find and capture their flag. Your tools consist of a helicopter, a tank, an armored SCUD launcher, and a leep. I found the best way of beating a level is to use the helicopter as a reconnaissance vehicle (i.e., to find out where the flag is located), then use the tank or SCUD launcher take out enemy turrets, and then use the Jeep to grab the flag and return to the home fort. While that may not sound too exciting at first, let me assure you. Return Fire is very addicting and a blast to play.

Music plays a huge, huge role in this game. Capture a flag and you'll hear the "Hallelujah" chorus blasting in the background. "The Flight of the Bumblebee" plays as your jeen scurries away from enemy fire, and "The Ride of the Yalkyries" is the theme of the helicopter. Very cool

Mkyries" is the theme of the helicopter. Very cool Where Return Fire really comes into its own is when you play against another player. In this split-screen mode, you and a friend get to race (and it really feels like a race) against each other in a flag capturing contest. What's even better is that you can chase each other down and gain an advantage by destroying the other person's vehicle.

The best part about Return Fire are the fings" it inspires. The feeling of power when you destroy an enemy these of urgency while racing against a friend. The feeling of accomplishment after you've struggled to bring back a flag. And more than anything olse, the feeling of fun as you enjoy this great game. -K. Lee



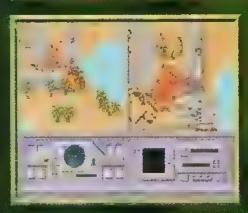




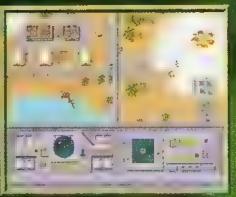
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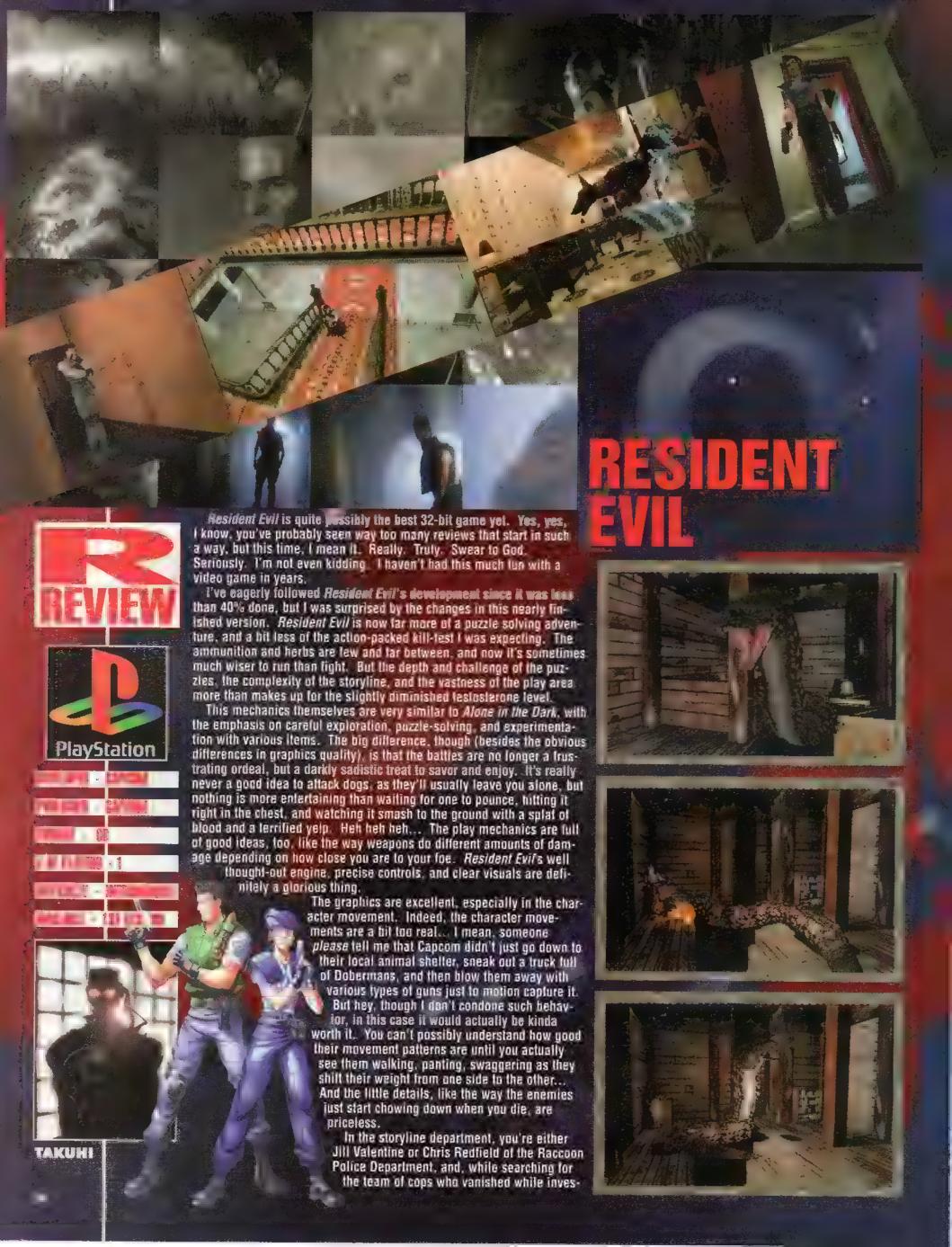














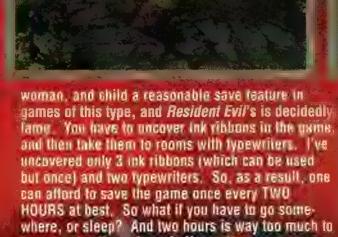
ligating a rash of mysterious deaths, you are forced to take cover in a mysterious old mansion. Duce you get in, you can't get out, and the place is lit-tered with the hodies of the officers of the missing "Bravo" learn. The particulars differ depending on who you choose to play, Jill can hold more items and pick locks, and can count on some help from tellow officer Barry Burton. But after Chris (who can take more hits than Jill) loses sight of his "Alpha" teammates, he never sees them again... But he can receive assistance from Bravo team survivor Rebecca Chambers. There are many differences in the game itself, and you'll definitely want to play through it with both characters to get the whole storyline.

The story is acted out in a variety of ways. You have your cheaply produced black and white intro, your mid-game intermissions, which just have the characters talking in voice and gesturing wild-ly (as if acting out the intermissions in semaphore, for the hearing-impaired), and awesome little CG intermissions (featuring the various monsters) interspersed throughout. There's a lot of voice "acting." which is generally quite bad, but charming in its own little way. Still,

Barry Burlon shouldn't quit his day job. The mansion is

> immense, and once you finally think you're nearing the end, you find a steady string of locations outside of the mansion. My quest took me out into the yard, through a guardhouse, and into the sewers, and I completed less than half of the game. Resident Evil is nearly as long as the entire Alone in the Dark series put logether. And it's quite a challenge, too, although not always in a good

> > I really, really don't care for it when companies mess around with save features. The Constitution of our great nation quarantees each and every man,



have to play through again if you die. The other problem I found revolves around the limited number of items you can carry. Jill can hold B, Chris a paltry 6, and there are always a

number of keys, weapons, cartridges, and health-ups you must carry with you. You can store extra weapons in the crates located here and there, but nothing is more depressing than finding a box of shotgun shells, and realizing you left your sholgun in a crate about an hour and a half back. No, I take it back. Even more depressing than that is having the shotgun, but no ammo, and finding a box of shells, but not being able to pick them up cause you're carrying 5 keys! Then you have to trudge all the way back to the nearest box to unload some items, get the shells, load them, then go back to the box to get all the other items again... So boring! With an unlimited inventory and the ability to

100. But besides these two faults. Resident Evil accomplishes everything it set out to do. It amazes you graphically, it scares you half to death (no matter how many times I've seen those dogs jump through the windows, it still freaks me out), and it chal-lenges your mind. The atmospheric music and sound effects are perfect, the graphics are astounding, the quest is long, the sloryline is intriguing, and all of the parts work together beautiful-If you have a PlayStation. you have no excuse not to buy this game.

could have been a perfect

-Takuhi









MY APOLOGIES...

Despite the rectangular pics, this ame isn't letter-boxed at all. We ad to clip them pretty severely to emove the code from the debug ing copy we reviewed. Here's the size you can expect in your final version



SHIELD KEY



To get the mode cost, you need only use the step ladder in the left, but the hole in the directly that has no effect. Instead, take it to the as a side the shelves. This is all Jill needs to play the piano, but not-so-talented. Chris will require Rebecca's help. Give her time

opens, you can grab the gold to replace the wooden to.









•



Now use the gold crest in the dining room and the shield key shall soon be war

ARMOR KEY



If there's one thing every 1st year botany student knows, it's that tentacles don't like tea. So pick some up in the room under the stairs and to the left, and pump it into the tentacles' water supply.







BLUE GFM

The picture pretty much says it all. Just find the hole in the railing and give this statue a shove. The blue and red gem fit in the eyes of the first floor's tiger statue.





HEAL

A free heal spray is yours for solving this simple nddle. View the pictures in order from youngest to oldest, and then check the one at the end.







SUN CRESCENT



Search the bug display twice, and the second time you'll find a switch. Pull it to drain the aquanum, which will now be liight enough to push out of the way (to the RIGHT). With that gone, move the bookcase

Once you get the other two crescents (below). The able to leave the mansion and journey of into the court yard, pool, guardhouse, sewers, and who knows where else. Just slide them into this display in the northernmost part of the 1st floor. The your re-ready to det going.





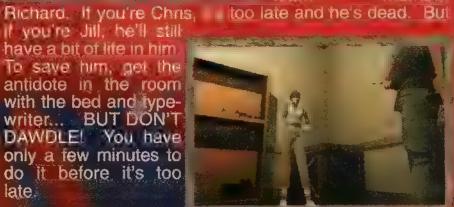
RADIO



You never need the radio, but with it in your posession you can communicate with vour lost comrades and reveal some key plot points

Before the snake boss you'll find Brave team member

To save him, get the antidote in the room with the bed and typewriter... BUT DON'T DAWDLE! You have only a few minutes to do it before it's too late





STAR CRESCENT





The Star Crescent is guarded by a little trap, so be careful Before you do anything, slid the grey statues over the drains in the floor. Then push asial the red statue, and press the

button on the floor. Failure to do the first step will result in a very nasty surprise,

The other crescent being guarded by the first boss, but you'll have to look closely to find it. Don't miss the clip in that room, either.











Capcom's blazing arcase successfuller Durgeons Luagen Tower of Doom is on it's way to the Playstation for a spring release. Capcom is even adding graphic enhancements like transparent shadows and spell effects.























SCINE LAD

SCINE PLANTING G-CLUB Are the Lad a strate by game

with a true visites and the best PlayStation means so far,

in terms of hold Planting and surgestion. It America this
spring.

BEYOND THE REYOND

Camelot's graphically impressive yet highly mediocre RPG

Beyond the Layond is soming to America in June. BTB features real-time in behind a vast area.







Capcom's if Me is currently being morked on the a forthcoming release by Activity. It remains to be seen whether Cancom trans the power to replicate the accord's massim amount of parallax and ultra-smooth animation on the PS. We'll have a review as soon as possible

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Williams





Amidst a sea of 3-D and shiny polygons a true game emerges...
The initial crop of impressive rendered next-gen software carried with it that initial feeling of ecstasy feit whenever you experience something new. My adrenaline soared as I awed at the sight of all the shiny newness of 32-bit. But after a few of

these visual masterpieces I began to realize they're mostly show, and little go. Being one of the only GF members not on a steady diet of SF Alpha, I rely on platformers (of which there are like two short ones), and RPG's (of which there are like none of besides the imports I've long conquered), for my stimuli. But where's my

where's my















DEVELOPER - TREASURE

PUBLISHER - SEGA

OF PLAYERS - 1-8

WIFICHTY-CINCUMS DAITH

MARLANT - LATE MARCH



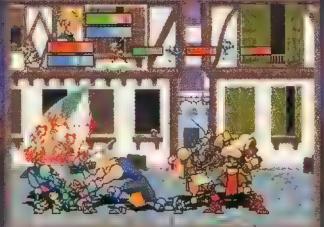
E. STORM
TREASURE IS SIMPLY THE
BEST THERE IS
GUARDIAN HEROES IS PURE
GENIUS.















Him and the undescriberage weighty make the constant

town, or at least that won the place













Sonic?, Caertimenia?, Ghoule and Ghoste? Helic... anybody lietening? By the way, if they render any of those characters ? simply puke.

To dete, the only 52-bit soft that has truly challenged me was Hermis Hopperhead, a Mario World-like adventure with lightaying power (but hurtin' muelc). But Hermis's hand drawn, and obviously not flashy enough for the US game scene. So my dreams of a US version (with re-arranged music) are fading fast. Bottom line... I needed a real game! Needless to say when Sega granted us the exclusive on Transure's first Setum game, Guardian Herces, I was elated.

As you may recall, Treasure was responsible for the uniform marketed, under-hyped best game over for the Genesis, Gunstar Herces. We got behind it, even went to Treasure and made some friends, but the game mosked little support from SOA and never achieved the status it deserved. So this is like

tus it deserved. So this is like alies vu for me. Once again will bagged the exclusive, except Sega now realizes the power Treasure possesses and is intent on getting them a hit. of the best games I've played. They've down it With Guardian Heroes

Fronsure merged three genres; fighting, action, and role playing. And the we done it so well that it







HAN SOMEWELL

NICOLE NEIL











multaneous madness! Choose from up to de la competent control of the way you want and then was him to de services. Screens packed with huge sprite it way like scrolling and units amooth zone ing more and the services. Even iii Ed Cognill Gam join was faith, and the services are services.







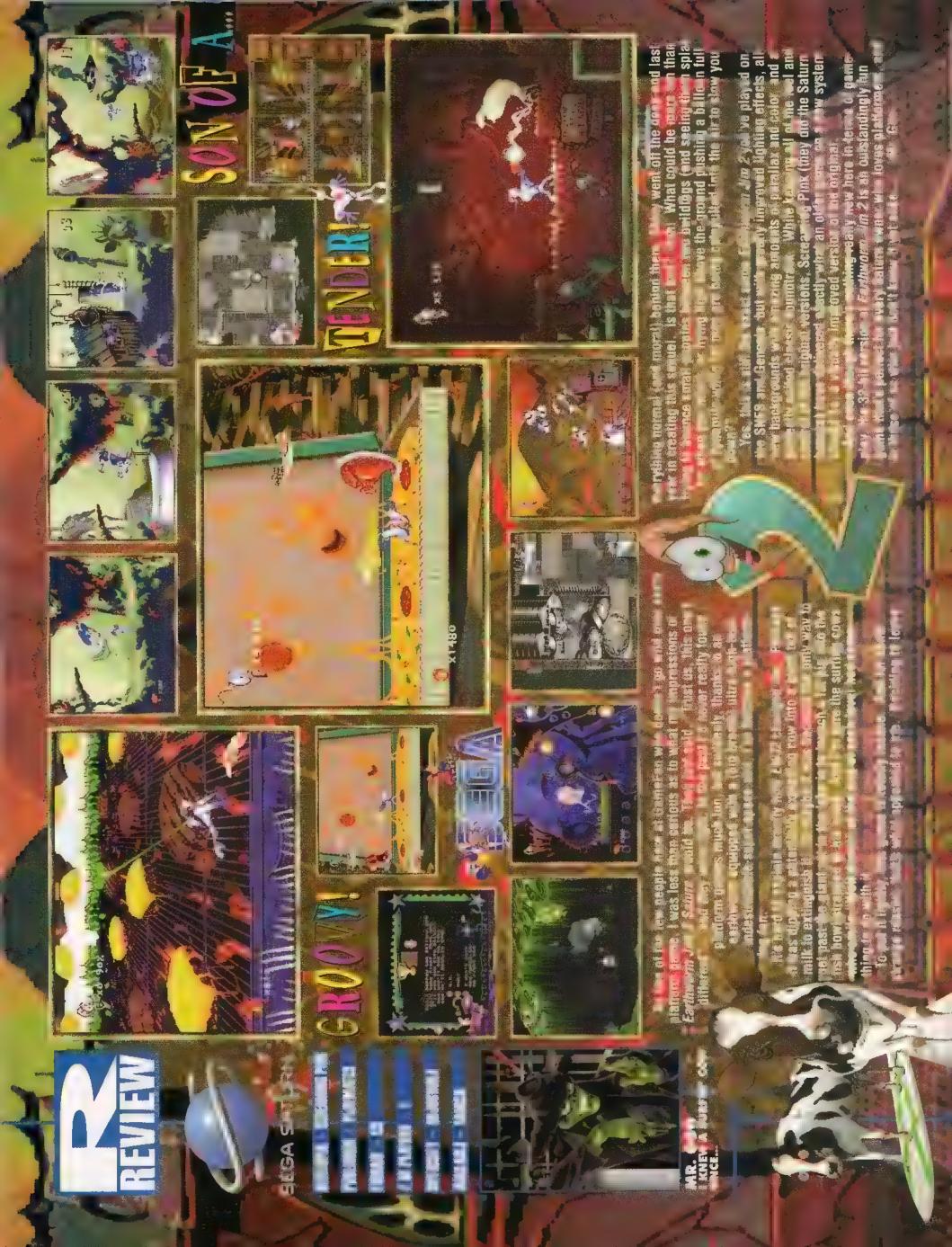














SEGA SATURN

DEVELOPER - PROBE

PUBLISHER - ACCLAIM

FORMAT - C

OF PLAYERS - 1-2

DIFFICULTY - ABJUSTABLE

AVAILABLE



SLASHER QUAN I AM NOT AMUSED!

Ljust didn't think this good possibly happen agair Stuped me. I just assumed that pargral-ly MK II for Saturn would be a sear garreet cansiation of the property (finally), and the property one fell swoop, Probe would alone for the destruction of the Genesis and S2X versions. Boy, was I wrong. The masked tricher of Mortal Kambat knowersions, Probe has done it again with a thoroughly shouldy "version" of the arcade game, requiring crappy new music, almost no voice, and constant namental versions. constant gamentav-disconting

constant pamentav-distincting chinkings.

It start with the good terst; what inthe there is.

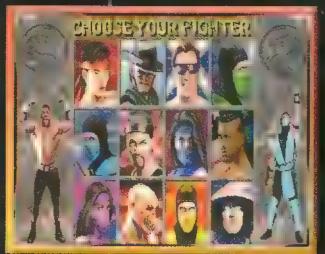
Finally, we appear to have a technically accurate rendition at the juggle combos that worked in the juggle combos that worked in the arcade. Certain ESSENTIAL combos were missing from the Genesis/32X versions (such as Schring Certain Spear, Uppercut) that have all made it to Saturn. This version is so tainful to the arcade that even one of the GLITCHES from the arcade that even one of the GLITCHES from the arcade (Praiden's Shocking Grasp move doesn't work when you are unfilled the componer.

Raiden) was retained. A understand attention to

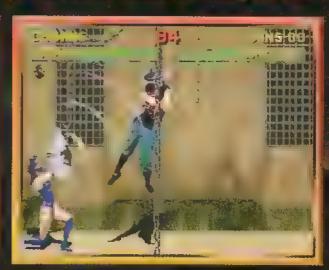
Raiden) was retained. I understand attention to detail, but that was going a little far...

The fundamental problem with gameplay is that this version is just LITTERED with annoying chunks, jerks, and stops at random points during the action. I understand me need to stop gameplay momentarily for fatalities to final that this game is just ridiculous, bordering on unprovable. (As a side note. Strang Tsung's morph's cause loading time just like PS MK 3.)

To add insult to the jerky gameplay (and I just don't buy that it's the Saturn's built it must be the programmers'), the absolutely brilliant musical pennises at Probe decided to once again, completely re-score the entire, soundtrack. What was wrong with the original accade mustic? Did the license only count for the game; not midway wizard Dan Forden's tunes? I stombilia. I want to go on recerd with samething no rangazine has ever had the guis (or braies) to say. The musto to MK II Sen/32X was at ATROC-ITY, a crime against Mortal Lans like royself, most deal mag reviewers said it was oxact to the coin-op. The Saturn version is nothing like the









































the arcales game
the final control of the principal state of the final control of the principal state of the final control of the final









Chiore stuff

Pick up to five team members for a grueling all out battle!











give it a charm. New that I've potten the chance to play X-Men more horoughly, I kinda like it. That's the beauty of perfect arcade translations. What would be rather do Spend hundreds of dollars mastering an arcade training game, or pay \$50-\$60 basically the same the at home?

The want sound? Well, not a charm have beety and excellent tuneage (course in the musicians at Alph

want sound? Well, not tooks X-Men have beety sound effects and excellent tuneage (course in the musicians at Alphada), but 100% of the sound and music has been directly compled from the arcade X-Men. The music has that classic Capcom, pseudo-wegawan-ish sound i've some know and love.

the only thing that not "are the perfect" in X Me the many of the arcade was renowned for its unbelievable seimation, and when you get to the yer select screen, every transitistic missing! Return the area a refund! Seriously though, only the product of the would give a hoot (and some us couldn't even detect a different and tirses X-Men is simply, a get the arcade part. This game is two by experts and povices alike the product of the arcade part.











SEGA SATURN

loading time.

CAPCOM DEVELOPER -

CAPCOM PUBLISHER -

FORMAT GO

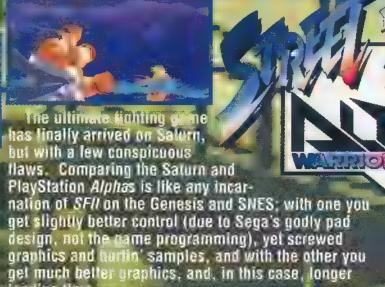
OF PLAYERS = 1-2

DIFFICULTY ANJUSTABLE

FEBRUARY AVAILABLE -



NICK ROX



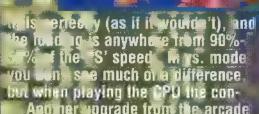
The first thing I noticed about Saturn Alpha (after see ing the intro, in which you get two different characters instead of one) was the mashed samples. They're very tinny and far-away sounding, kind of like the winning quotes in VF2. Capcom tried to be fun by adding an echo to the super samples, which compounds the probtem further. The second flaw I noticed is the most severe, to me at least. The super combo shadows are NOT BLUE! They're sort of blue-tinged, so that the colors of the characters' costumes show through. Why this is the case is beyond me. Perhaps Capcom thought it was an upgrade, to me it's not the arcade. Slightly lower down on the annoyance level is the fact that taunting is accomplished by pressing L and R at the same time. This should be changeable in the options, but it's not. Maybe I'm out sticking, but it say that there but it's not. Maybe I'm nit-picking, but I teel that these are severe problems. On the plus side, the game con-











trast is dramatic. Another upgrade from the arcade that I didn't mention has need two didn't have the boss codes yet) is the addition of a real voice for Dan, instead of Ryu's at a slightly lower pitch.

Capcom changed the boss codes for the PlayStation

version in Japan, and it looks like they changed them yet again for the American version. Try as we might, he Ry /Ken vs. Rison code to we couldn't get them o work. In the Japanese version, you simply deal the game on any level above 6, but perhaps you have to actually enter a code in the

American versions.

For those that didn't read the various Alpha PlayStation articles. Capcom has added a beyond-cool training mode in which you can practice (and record) your combos, a noloading vs. mode and myrlad other game







SATURN PREVIEWS

3 OF JAPAN'S BEST (INCLUDING 2 RPG'S!) AND US GOLDS FIRST SATURN PLATFORMER WILL UNDOUBTEDLY
GET US THROUGH THE SPRING. PANZER 2 (SEE MY IMPORT PREVIEWS FOR ANOTHER LOOK), WRINKLE
RIVER STORY, AND DARK SAVIOR WILL KEEP US OUT OF THE SUM THIS SUMMER. JUST THINK WHAT NICE
SKIN WE'LL HAVE!







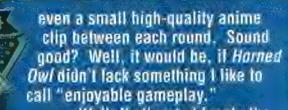




mechanical designs by renowned anime artist Shiro Masamune (of "Appleseed" fame), a supposedly vast, 3-D world, and a neato plastic gun, I thought Horned Owl was going to be a very cool game. Instead, it turned out to be a tedious 3-D gun game. Here's why...

The overall play mechanics aren't much of a departure from Virtua Cop's. You're still "on tracks," shooting everything that

moves in an impressive 3-D world. The gameplay, on the other hand, is totally different. Taking the role of Ryo or Marco (two cops in the luturistic terrorist lighting squad, "Horned Owl"), and equipped with a power suit, your character leaps off tall structures and even flies. Your life is represented by your suit's shield energy (a realistic departure from VC's semiinvincible cops), and your oun carries an impressive 16 shells and up to five grenades. The 5 levels in HO are huge and full of twists and turns, and at the end of each scenario, a huge boss awaits you. There's



Well, that's a tad harsh; the name is fun for the first five minutes or so ... Shortly thereafter, you'll begin to realize nothing new is happening, and the true pain of Horned Owl begins. It's not just the slow pace, nor is it facing the same five enemies again and again.

or even the complete lack of suspense. It's the many periods in each level where you'll find yourself doing absolutely nothing while the story unfolds.

If would seem Horned Owl is Sony's response to Virtua Cop, and for that reason I was expecting much more in terms of depth and gameplay. Horned Owl, being the first PlayStation oun game, and currently available exclusively in Japan, should be sought out by only the most die-hard shooter fans (or plastic gun collectors). All others need not apply... Big Snoozeola on this one, I'm alraid. -Mr. Goo

1246275







MR. G00 KEEP THE GUN. SELL THE GAME!



1326402



Hit Hard & Fast







PUSH START





574E1



DIFFICULTY - INTERMEDIATE

MALLAME - HOW JAPAN



again taken the Mobile Suit Gundern cooks a new direction, this time as a combination and another it tooks and an taken the first condain takes the fi wien game.

pound requiring you activate your 🚾 🗀 🔻 user which is able to fire ion er of the playfield, as you nech rotates on its cent exis. In between the terres Lauf areas are space show ra sequences, where ma rime changes page by an Ray chanies remain em imilar to both modes of man

The start of the s







TOTAL TOTAL TOTAL TOTAL











Mobile Suit Gundam is the first 2-D action adventure in which you rotate on a center axis. Your lock-on laser tracks enemy sprites as they appear far away in space and, in your face.











confronting the powerful armada bosses, the emphasis is on memorizing patterns and weapon usage. Fortunately, the game was designed with a save feature hecause many of them come back for more, in more frequently changing patterns. MSG will ultimately take a full day or more to complete.

It's easy to see what the developers are going for and partine action will also the control of the control

though a tad stiff, are excellent.

outest in court il Su In movement com lession, in the pure a most a massary, expire is the range flierable never loads. Animates regense best r constantly, and full screen between level drama. Top to three minutes only never the extrem down to save the burner of







The Deepest Fighting Game Ever.



























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PlayStation

SCE

PLAYERS



MR GOO K2 ECLIPSES THE ORIG INAL IN EVERY WAY.

AMMUNITION BOX

THE THE BLOW!

When the first Kileak came out, I was really not that impressed. The play mechanics were kind of broken, the music was rather drab, and there was little in the way of a storyline. But now, Kileak 2 has come to the PlayStation, and I love it! This is a worthy sequel, especially considering the game that spawned it. But before I rave about the game, here is the basic storyline...

In the year 2038, society has been completely taken over by a new order. The people of this age tived under a luge super-computer named "Gene," which was supposed to help mankind develop the future society. But something very tragic happened to this once-peaceful society. A virus, known as Gigari, struck those living in the upper world, as well as the super-computer Gene. Almost everyone died, but the few who survived tried to run the government with what was left, and had taken it into their own hands. Carlos

Rosche, a leader of the effic DelSol VISION group, had attempted to rule a non-government agreement, but was thwarted in the process. Everyone in Neural City was forced to dwell below those of government rank, Hving like ground hogs, left to die. But a lew

went into hiding.

You remember growing up, and fighting alongside Carlos in many battles, but now you have grown old of this sick and twisted place. You are not the same person as you were long ago. War after war, your nerves have finally broken down. Bitross' plots have been put in the past. Now all you need is the girl you love... Reira... (Uh... Gimme a break!).
I know that this looks like your typical Doom clone, but this is KILEAK, and it's completely origi-

nal

In Kileak 2, the intriguing puzzles, ambient sound, and claustrophobic atmosphere will not only keep you from falling asleep at the controller, but give you the feeling of actually being there.

The music in K2 fits the theme of this grim future perfectly, as do the echoing hallways littered with attack droids. The control of the armored suit is perfect, as you can now position yourself (strate) to nail those intelligent droids hiding in the corners. The new rotation automan located front and center is new rotating automap located front and center is another big asset. You no

longer have to p and hit the "A" button to find out where you are, then press "B" t cancel and

to ask your-self, "Now





ROTATING MAP



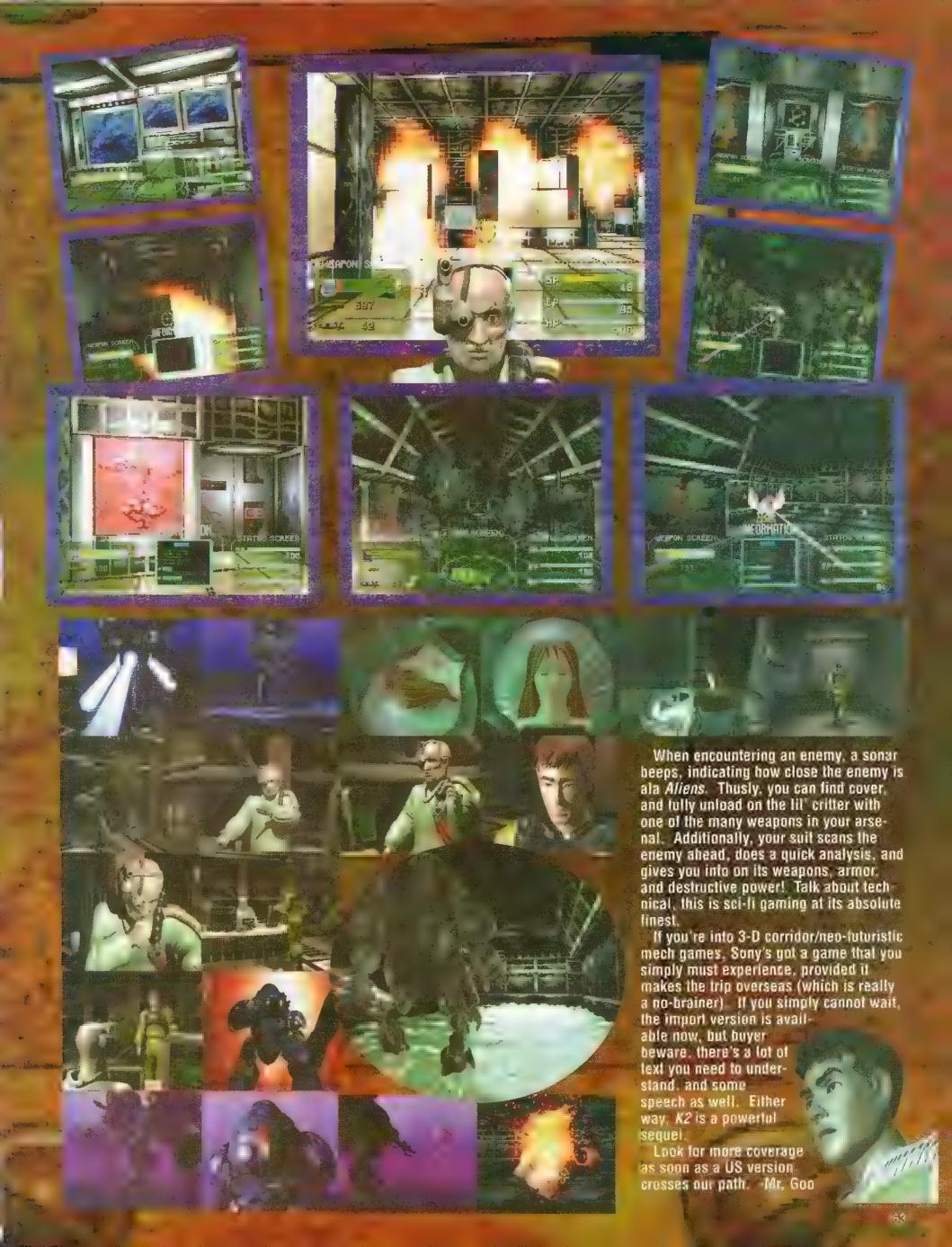


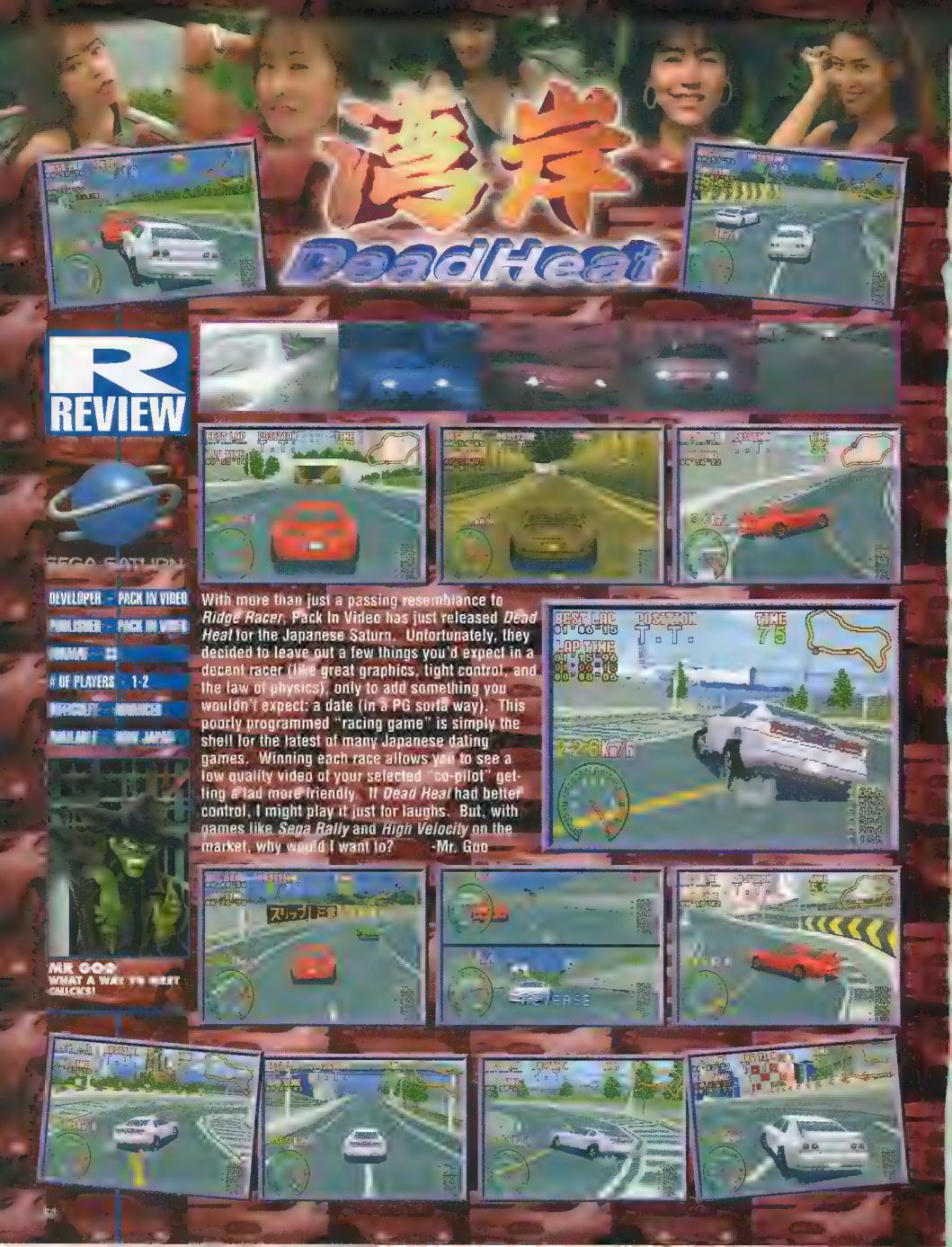




The information/status screens shown above can be accessed anytime during the game and are very usefull, allowing you to check the status of your suit's temperature, ammunition Count, and items inventory. These options can be turned off during gameplay, but I recomend keeping them on at all times. This ain't no walk in the park.

ENERGY/LIFE/ARMOR

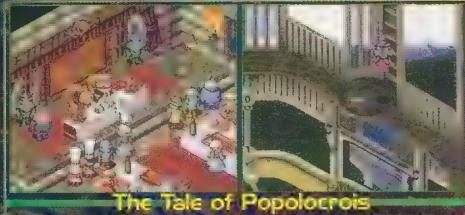












Sony's second true RPG after Beyond the Beyond is coming this Spring. Popolocrois has astounding graphic detail and Shining Force-like battles.

Motor Toon Grand Pr

Motor Toon Grand Prix, one of the coolest (and most overlooked) first generation 32-bit games is finally getting a sequel MTGP's game system has been upgraded to include bombs, missiles, turbo boosts, and the devastating "Grazy Musbroom Motor Toon 2 is due sometime in spring; we'll be sure to have more on this one soon!

















From Software's explo-ration-heavy and seemingly never-ending RPG series, King's Field has yet another rapid sequel coming in

Finally, some shots of Jumping Flash 2! Despite the one on the left being one of the worst screenshots of all time (not out fault!), JF2 looks great and is due in spring.

ACTUAL PLAYSTATION SHOTS!

Tekken 2 for the PlayStation is almost here! Due sometime in March, 72 is based on the arcade Tekken 2 Ver. 5 so it has all 23 characters from the arcade (though it's yet to be determined how you'll select them) plus a new King of Fighters-style Team Battle Mode in which both players choose five characters. Tekken 2's looking pretty exact, with the exception of slightly lower floor and spark resolution. I'll have a review of 12 soon!









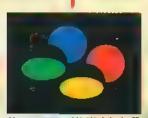












SUPER Famicom

one of the first Turbografx-CD systems remembers the day they first tried Y's. The crystal clear voice, the stunningly beautiful soundtrack, the incredible intermissions... It was that game more than any other that represented the birth of the CD era. And now, 4 years later, as most of the other popular RPG series are finally catching up with the CD age, the Y's series has taken a giant step backwards, as Y's V is released exclusively for the Super Famicom.

Although I'm a long way from being able to forgive Falcom for this sacrilege, Y's V is not that bad of a game. Sure, the intermissions are all gone, the voice is totally absent, and the competent soundtrack is mutilated by the Super Famicom's sound hardware, but Adol's newest quest is not without its charms. The backgrounds have some very nice moments, the control has been rerefined, and the quest is vintage Y's... though painfully

short.

Y's V is the story of Kefin, a desert city that was destroyed 500 years ago, but refused to die. The magical alchemy that Kefin's ruler pioneered has kept the city in an Y's-like limbo for five centuries. But now that the magical seal that holds the city in place is starting to break down, the current ruler of Kefin sees an opportunity to return Kefin to its proper place in the real world. Unfortunately, the handful of cities that currently exist on the continent of Afroka aren't too thrilled about this, as Kefin's return would mean their destruction. Mixed into the storyline are a kidnapped amnesiac, a missing adventurer, and a 500+ year old magician trying to undo a centuries-old mistake.

As cool as the storyline is, the game's world is actually quite small. Although I'd expect that from an Y's game, I didn't anticipate the ease with which the game could be beat... The game's a total walk-through, with



TAKUHI NOT TOO BAD, BUT Y'S **DESERVES MUCH BETTER** THAN THIS.















and 4, the most compelling series of 1995 is, alas, over. Macross Plus Volume 4 is finally here, and has proven well worth the wait. It all ends here, as Isamu and Guld settle their age old grudge, Myung attempts her escape, and we finally get a glimpse of the ultrasecretive new pilot-less Valkyrie. No, no, wait, actually, that we don't get... A whole hour of set-up since episode 3 and it just zips by in a red blur. But otherwise, a truly worth conclusion, with some very cool

This episode is the shortest one of the series, just over 30 minutes, but the animation quality is back to the dazzling quality it was in the premiere, despite the cheaper quality animation in the 3rd episode.

If you haven't seen the series yet, you're missing the most exciting Macross event since the original Macross film... Insane animation quality, some really nice computer graphics, astounding music, and all free of the sugary-sweet sappiness of Macross 2, and ultra-cheesiness of Macross 7. The story's boldly down-to-earth... No alien armadas invading the Earth, just two ego-driven test pilots fighting for the same woman, and a

er-programmed singer with some serious mental problems. Mix it all up with the biggest OVA budget ever, and this is not something you'll want to miss. By Manga Entertainment

Volume 4 (35

minutes) Whited \$14.95/subtitled -\$24.95

Ghost in the Shell is finally here, open and playing at a theater near you... maybe... Here's the tentative theater list, and what a thrill it is to me. My lovely city right there near the bottom! I hope all you lucky east-erners and mid-westerners will drop me a letter and let me know what you thought!

SW Film Center, Univ. of NEW MEXICO, N Tower Theater, SALT LAKE CITY,

Valley Art Theater, SCOTTSDALE/TEMPE/PHEONIX, 🚜 Tampa Theater, TAMPA.

Williamsburg Theater, WILLIAMSBURG, VA Images Cinema, WILLIAMSTOWN.

Academy of Music Cinema, NORTH HAMPTON, 👭 Carolina Cinema, CHAPEL HILL, 🙀 Colony Theater, RALEIGH,

Avon Cinema, PROVIDENCE, No. 10 Town Hall, WILTON, MH. Key Theater, WASHINGTON DC

Charles Theater, BALTIMORE, Nobie Theater, AUSTIN, TX

Academy Theater, HONOLULU, 🔣 Nu Art Theater, LOS ANGELES, CA

UC Theater, BERKELEY, To Be Announced, SAN FRANCISCO, 🚱

To Be Announced, PALO ALTO, GA To Be Announced, SAN JOSE, Michigan Theater, ANN ARBOR, III Odeon Theater, LANSING, M

Tivoli, KANSAS CITY,

To Be Announced, PITTSBURGH, PA To Be Announced, CLEVELAND, OH To Be Announced, MINNEAPOLIS, MN To Be Announced, BOSTON,

Keep in mind that theaters are being added constantly, and the list is subject to change



INTERNATIONAL

The most exciting new animated theatrical release in Japan is *Memories*, an omnibus film by Katsuhiro Otomo (famous for *Akira*, *Ryojin-Z*, *Domu*, and short pieces in anime compilations *Neo-Tokyo* and *Robot Carnival*) that hit theaters in December. As one would expect from Otomo, the animation and music (the widely diverse soundtrack features everything from opera to ska) is of top quality, and the stories are sure to turn some heads.

The first piece, (my rough translation: "In Her Thoughts") is a traditional late 21st century space sci-fi piece. Four people returning from a mission in space receive a distress call from the area of space known as the "Universe's Graveyard," and find a mysterious presence waiting in (of all places...) the opera house of a wrecked ship

The second piece (which I translate as "The Stinkiest Weapon." Really!) is more of a dark comedy. In present day, corporate Japan, a young man is encouraged by a friend to take what he believes is a new kind of cold pill... But what he ends up swallowing is in actuality a new secret weapon his company is developing for the government. The weapon makes his body emit asphyxiating gas that paralyzes all those around him. From here, Otomo's own brand of demented wackiness takes over.

The final film (my translation: "Cannon Town") is a more challenging piece set in a fantastical mobile town filled with giant cannons. The town itself is a mercenary, maintained and operated by its entire population, as it goes from area to area blowing away other warring cities. Everyone in the town is prosperous and satisfied, except for one...

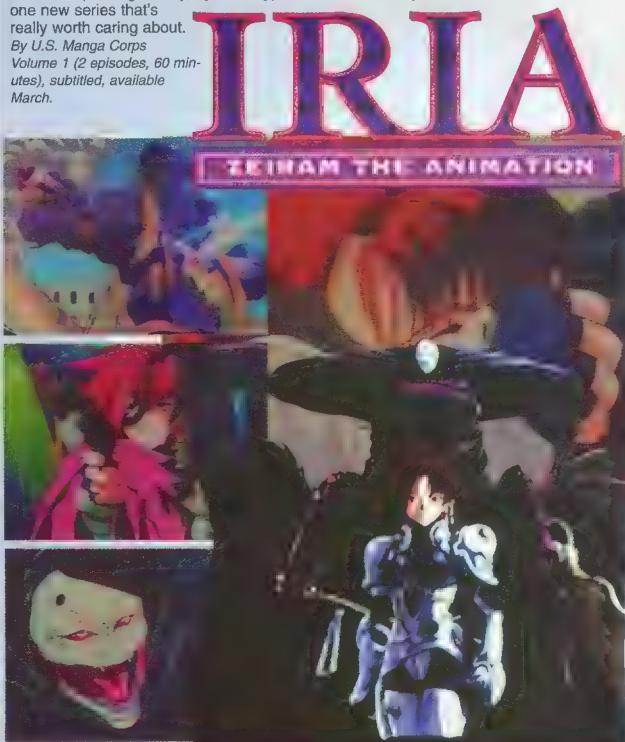
Unfortunately, there's been no word on a US release for *Memories*. The asking price for the rights of new theatrical animated releases is astronomical, and *Memories* is said to be well into the millions. But considering *Akira*'s popularity, I wouldn't be surprised to see this one here in the near future, once its price has cooled down a bit

Iria (named for the heroine) is based on Zeiram (named for the villain), a Japanese live action film from 1991. Though the film lacked the budget and length necessary to achieve a realistic version of the exotic fantasy world it aimed for, the anime suffers from a shortage of neither time nor funding. In fact, it was actually produced by the same studio that brought us Macross Plus, and that's all that needs to be said about the animation. The soundtrack, especially the title theme (which haunts me at night) is also of excellent quality.

the itself too much with the back story. The

The first 2-episode volume doesn't trouble itself too much with the back story. The basic plot is that apprentice Iria and bounty hunters Gren and Bob (Bob?) are comissioned to salvage a wrecked ship's crew and cargo. Unfortunately, the cargo is Zeiram, a disturbingly twisted biological weapon that has a formless head, and a face where its hat would be. Zeiram doesn't go quietly, and the bounty hunters need every one of their weird gadgets and high-tech weaponry just to escape. In episode 2, Iria crashes to a foreign planet, where she must face Zeiram again, this time alone.

It's hard not to love plucky, beautiful, heavily-armed Iria, and that - more than the spectacular animation, music, and character design - is what has me impatiently waiting for Volume 2 (coming in May, by the way). Macross Plus may be over, but at least there's







Ship

Sul Suvuliar

With the impending taunch of the Ultra 64, I for one (and probably the only one here at GF, except maybe that human pretzet, Chip) have been wondering, no, dreaming what sports games will be like on Nintendo's new hardware. It's not the



polygons, not the colors, not the Reality Immersion™ that has my panties in a bunch, it's the controller. Obviously, there are countless possibilities the to the three different hand positions, but my attention has turned to position 2, where your left thumb uses the pad, your right thumb uses the 3-D stick, and your right index linger presses the trigger button

underneath.

Let's think about... tennis, for example. What if your movement was on the pad, and ALL of your your movement was on the pad. swings were controlled by the 3-D stick? Forehands would be a sweep on the right side of the stick, backhands on the left, smashes an upward motion, and lobs a downward motion. Slices, spins, strength of shall all small all be reliabled. shot, etc. could all be calculated by certain motions of the stick, due to its analog, free-floating nature. For the first time ever, you would determine your shot precisely, instead of the computer deciding. "The ball is on the player's right, so automatically it will be a forehand." Now, how about baseball. Pitching could be completely redefined by this stick... imagine being able to put the EXACT curve and trajectory on the ball you wanted. Like in real life, every pitch would be a challenge. In modern baseball games, you can always get the exact pitch you want by simply holding a directional and hilling the button... no longer. If the 3-D stick is utilized to its potential. I believe sports games will require much more skill, because you will have to spend many hours to master very precise joystick move-ments to achieve the effect you want. Now, lot's hope Nintendo can line up enough developers who are willing to custom-design games for the Ultra controller instead of simply porting/upgrading 32-bit engines! -Cal Cavalier

pustice going heyond the usual port + plus better graphics = next-gen. QB Club has a ton of impres-sive camera angles, plays better than anything out there, once you get the timing down on the passing and is surrounded by quality sound, animation, and gameolay, easily the best 32-bit football game thus far, even without the actual prayers





Gamefan Sports Previews







It might be named either Actua or *VR Succer*, but this Gremlin Graphics (of *Loaded* tame) production is virtually guaranteed to be the best 32-bit soccer game yet. Like any good 32-bil modern sports game should, this one has a vast array of camera angles. You can (in real-time not in "steps") shift the height and rotation of the camera angle, creating an amazing num-bar of different views. From the deep, controllable gameplay to even the entertaining announcer, this one should be a winner.







VR Golf (PlayStation)

Interplay's VR line was well worth the wall, with two glistening new games for us to preview. VR Golf looks like it could be an astonishing piece of work, because all the graphics are rendered on the Hy, not FMV. You can watch a Hy-by of the hole, or walk through with the ability to change height/camera angle! This will definitely be one to watch. We'll have a review soon.









cover sports game bettom of the 9th. Looking like it should continue the tradition of excellence established with In the Zone, Bottom of the 9th is just a very solid baseball game with a few new play mechanics, but otherwise it's everything you'd expect from 32 hit baseball the gameplay is fairly samurater/pitcher window and matter/pitcher window and matter/pitcher window and precisely pinpoint the exact height and placement of your swing, an

and placement of your swing, an element sorely missing from ather baseball games. On the wound,

There aren't any tanky must a mere were successful and the polygons took great. Our preview copy had a semi-functional announcer (somehow Saminy Sosa made every defendance his copie it's final, the voice should be presented.

expected exhibition and season modes, as well as an intriguity work on your preview copy.

The final analysis to be game in the game is of course, done, but of the that the official players license but NOT the teams conse so the team names are take. The stadiums are so take. Greenway Park might sound like a clone of the enway Park, but there's no Green Monster. Oh well, wameplay's most important, and Konami is on the way sterling 32 by track record, jet's home they keep to paid work.

OUTS 6



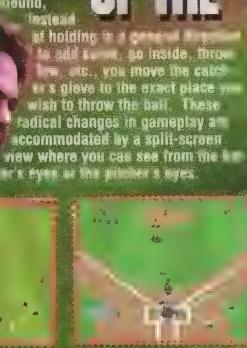


CD



CAL CAVALIER ANOTHER FINE POLYGON WORTS CAME FROM KI























The Super Bowl's over by now (as I am writing,

the Cowboys and Steelers just locked up the conference championships - guess I was 1 for 2 with the predictions), and I was prefly certain that after the big game was over I'd have NFL

Gameday, and NFL Gameday only to relive one

of the greatest seasons ever. That was a couple of days ago. Last night, Chip handed me a copy of

the latest masterpiece from Iguana. Unbelievable.

Without question, Gameday rules the PlayStation, but now Saturn owners have not just their first football





REVIEW



SEGA SATURN

DEVELOPER - IGUANA

PUBLISHER - ACCLAIM

FORMAT - CO

OF PLAYERS - 1-4

DIFFICULTY - ADJUSTABLE

AVAILABLE - FEBRUARY

game, but an extraordinarily good football game OB Club does almost everything right. This game just overflows with 32-bit power, in every category. The graphics are pretty darn near heart-stopping... amazing CG intro, lots of wonderful still pictures such as stadium shots with tons o' lens flare, silky more-than-enoughtps animation, the works. Some 32-bit sports games bog down with too many (unplayable) camera angles, but not QB Club. The game has nine different camera views which basically change your distance from the field, and eight different directional choices, which rotate the camera around from the selected distance. Whether you'd rather be watching from the stands, coaching from the sidelines, staring down the gridien from the quarterback's eyes, or scoping it all out from the Goodyear Blimp, you can do it. I literally can not

think of a single way to view football in real life that isn't represented in this spectacular game

I do have one teeny weeny gripe however. The ability to choose from only three plays in the standard *Madden* play-call-

is tired, and in a head-to-head game, allows the other player to narrow down which play you're calling. Think about it on 3rd and long, if you choose a play from a three-choice window which contains two running options, the opponent will know with complete cartainty the exact passing play you will call. Am I being anal? Hey, I am anal! Ugly too!

That aside . QR Club is still a great-playing football game with responsive control, an infultive down-field passing call-out scheme, and of course the usual complement of pre-season, season, and playoff modes. QB Club still offers the traditional simulation mode where you can re-enact one of 50 historical game situations. However, Iguana for whatever reason didn't see lit to include all the real players from the historical squads. I took Dallas into the fourth quarter of Super Bowl XIII expecting to make Roger Staubach change history, but to and behold, who is leading my team but Troy Aikman. Real old players would have been a nice

touch, but it certainly wasn't essential.

You may remember that I was more than a little fond of 32X OB Club (it was my tavorite football game ever, since Gameday didn't exist at the time), so my expectations were obviously high for the true 32-bit version... Iguana hasn't disappointed me; in fact, I am prefly darn shocked. The Super Bowl of Gameday vs. OB Club would be fough to call, but if

would be tough to call, but it you don't really have to go there (i.e. you only own a Saturn), then this game is as necessary an addition to your sports collection as there has ever been. -Cal Cavalier





CAL CAVALIER SATURN FINALLY HAS A MATCH FOR NI'L GAMEDAY!









































PREVIEW



ESTAIN DET

13



CAL CAVALIER A FINE REPLICATION OF THE DORADO BEACH COURSE.



Duffers will be quite pleased with the addition of, not one, but two golf games to the PlayStation library in the coming months. While VR Golf looks unequivocally superior to U.S. Gold's offering, World Cup Golf should be a line game with a never-before-seen in-video-games course: the Dorado Beach course in

World Cup is an FMVbased game. It may not be as impressive as the on-the-fly-rendering of VR, but there are some very slick fly-bys of the

Puerto Rico.

holes and generally clean graphics.
The course is extremely detailed and, while you can't self-scroll through the course, there are many useful utilities to check the flag placement, the wind, the projected trajectory/landing of the half, etc.

The gameplay is very sharp and there are lots of tournament options, skins games, the works,



to keep you busy. The control is right on, featuring all the little nuances necessary for a golf game: feet placement, exact placement of swing on the ball, and much more. The music and sound effects are also top-notch, featuring the

top-notch, teaturing the most distinctive bird chirps ever (which are, as you know, crucial for a golf game).

It's hard to create a golf yame that separates itself from the pack, and the rendering on the fly is a big advantage for VR. We'll see how polished World Cup is when it's done, but in any case this will be a good golf game...we'll find out if it's great.

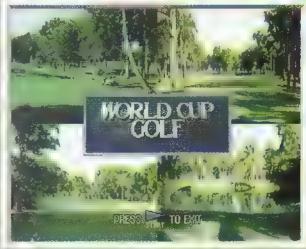
-Cal Cavaller





DORADO BEACH



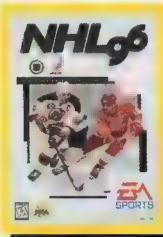








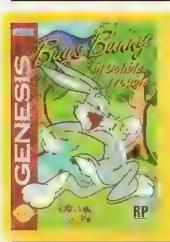
'PANZER DRA-GOON' Enter an world thousand one vears into the future Your people live in fear of the dark dragon But armed with a deadly weapon and the guidance of an armored dragon, vou must confront your ene-**SAT \$52** mies.



'NHL 96' Strap on your helmet cinch up and your skates because this is ice hockey, not nice hockey, a fast and funous all out assault on your break where aways are met with bone quaking body checks. Undated teams and players. \$58



GAME DAY' is the new standard football games The butterflies are churning as you take field with the world's best This is the NFL. where guys Zoric like Greene, White and Seau describe the word hit. PSX \$52



'BUGS BUNNY' One of the most popular characters of all time, makes his video game debut. Players help Bugs Bunny outwit his Looney Tunes pals including, Daffy Duck, Elmer Fudd. Sam and other friends in this cartoon crazinessi \$42



'MEGA MAN X 3' Those tricky reploids are on the rampage again. New and familiar robotic enemies and new rebot customization feature for tremendous replay value.



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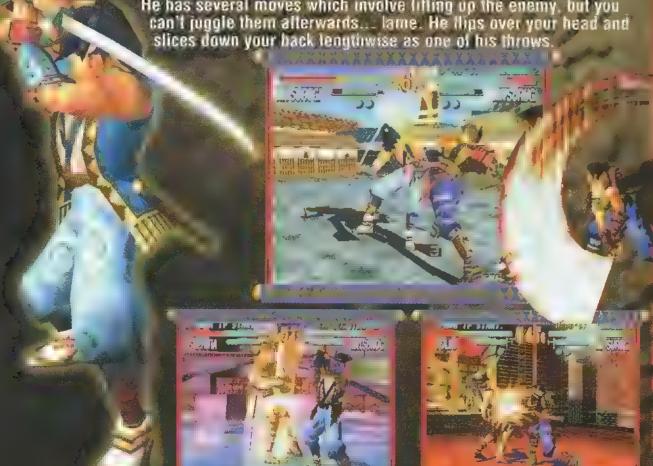
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Kaza ana - →B Inabokari - 🛂K, B Sunemutsuji – 🛂 🗛 Homuraboe - →→A+B







Li Long







Gekirin = 1, A, A Engo - p. B. b Renjun - K A Sajin - K A Senmets - A + B Honshi - A + B Gakiko - A - B













a priestess at the Temple of Hephaestos in Greece. She uses a backler and short sword that's inscribed "Warnor This Beautifull." In one of her throws she knees you in the crotch and says "Forgive me."









Slide Angel Kiele - A, A. K.

Slide Under Kiele - A, A. J. K.

Stardust Sples n - B, B, B.

Reverse Mirage - A

Upper Heaven - J.

In ping Angel Kiele A

tornado Low Kiele J.

Ingel Stale J. J.

B.





Renga Shippigar 1 A A
Haiten Danshujin B B B

Senjin Funsaig - A+B

Enbu Toshuu - B+K

Kaitenshuu - → K

Tanshiza ooki - 7A

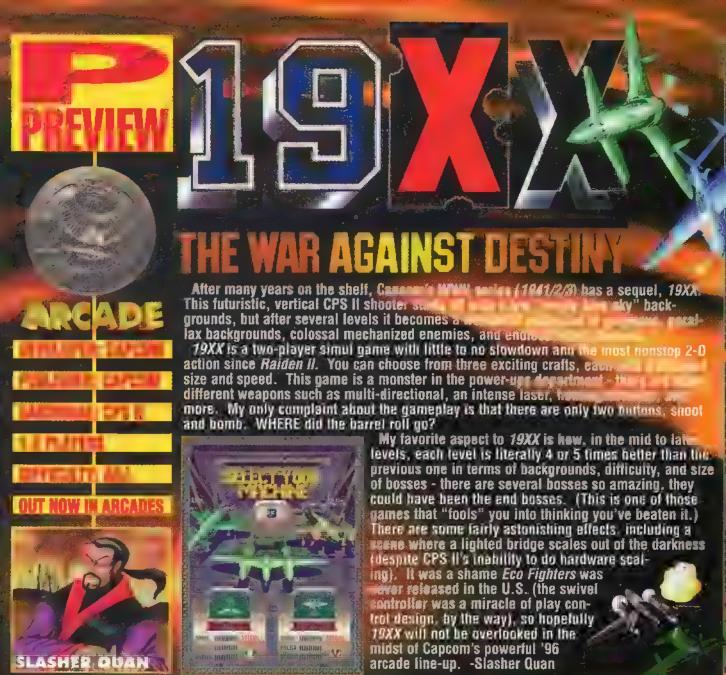






Well be buck with more nutritions delicions Some





midst of Capcom's powerful '96 arcade line-up. -Slasher Quan







SLASHER QUAN

many of their recent arcide re voices for the American marke the names of their attages

One tooks at *Mega Man* The Power Buffle and just had to wonder "Wher?"
Capcom obviously went to great innoths to make this game look control and sound great, but one important fea-

fure was fell out nameplay.

This isn't Mega Man as you know him. No intricate platforming toy levels, and almost se strangy in acking different weapons. AM: 198 is the AM.

different mapons. All TPB is the Allen Foldier the arcade. Jonsisting only of bosses. Imagine he mending bliss that can be yours by choosing Mega Man the mystemom Proto Man or Bass.

The newcomer from Mega Man 7 and killing many basses? YEAH! And The Priver Battle keeps those quarters comin' in there are three maparate paths you can take to Dr. Wily! Heaven for your fine saddest thing, however, is that the graphics are lorgeous, and the music is beyond belief. All of the tunes are from previous Mega Man games and dapcom even put in the theme from the Ghouis and Dapcom has removed over 50% of the same in the Graphic and Coucom has removed over 50% of the same in the Ghouis and Man, and Proto Mea all appointments.

The Power Battle is Page two credits and it's kinda to ol' Mega Man to go 32-bit







are now gone.





ENTERTAINMENT FAN

T2 The Ride Continues ...





Sooo cool we decided to run if again...

Last month's E-Fan gave you the privileged reader, a brief look into what could possibly be the most exciting state-of-the-art, 3-dimensional adventure ever experienced live and on film. This time, Entertainment Fan has dug deeper, pressed harder, and probably used up way too many lavors to bring forth the facts on Universal Studios' newest attractions and an exclusive helpful-the-scenes look at this amazing project while we gaze sive behind-the-scenes look at this amazing project while we gaze upon never-before-seen photos of superstar Arnold Schwarzenegger and award-winning director James Cameron. And finally, stay funed for next month's issue and learn now you and your family (up to a total of four people) can win an all-expense paid trip to Universal Studios Florida where you will join Arnold Schwarzenegger and James Cameron at the World Premiers of Termino.

THE HILDA					
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long an	I IS COLOR	· Francisco			James
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degrees of in-your-lase-excitement

Each of the three projection screens located within the attraction measure 23-lest high by 50-lest long.

Six fully-automated 70mm film projectors are required to create the 3-D images that will reach off the screen and into the audience.

THE AUDIO SYSTEM

itor 2 - 3-D attraction leatures a Soundelux that pumps a total through 141 speakers. It is the most technically advanced

All processing gear for the attraction and configuration with the state of the attraction and configuration and configur

The audio computer system allows audio engineers to modify and construct new audio configurations simply by drawing them on a com-

conventional system.

THE T2-3-D CINEBOTIC FIGURES

T-800 chrome endoskeletons seen in the *Terminator 2* motion picture. However, after consulting with director James Cameron, they discovered that the T-800's come from the future (around 2029) and therefore could not exist in the attraction in the present day. As a result, Cameron designed, exclusively for this attraction, the T-78 robot, a totally new, more primitive series of the mechanical soldier.

Schwarzenegger and Furlang escaping danger and second I be or behind the Library many magic Avando and Cameron kickin' back, duying their rigorous shooting schedule. said ne d Le back. Alas: poor Yorick, I knew him well. to my little triend. Explosions! Explosions! Explosions!



Welcome to the March 1996 edition of Other Stuff. This month's edition is home to some of the craziest into we've ever uncovered.

Brace yourselves...

and a second

The award for "Schizophrenic Video Game Company of the Year" has to go to Saga. Currently there are 4 separate 64 rumored to be in development at Saga. One option has Sega licensing Matsushita's (gesundheit) 64bit technology later this year and marketing a stand-alone M2 game/DVD player under the Segabrand name. Next we see the newly formed SegaSoft (see related story below) developing software for not only the Saturn and PC's, but also the PlayStation, M2, and yes, perhaps even the Ultra 64 as well 64-bit solution #3 takes us to sunny Florida, home of the Lockheed Martin Corporation (LMC). This military defense contractor assisted in the design of Sega's arcade Model 1 (Virtua Racing, VF), Model 2 (Daytona, VF2, Sega Rally, Virtual On), and the upcoming polygon powerhouse, Model 3 (VF3, Daytona 2) arcada boards. We hear Sega has commissioned the Lockheed Martin Corporation to design a home console based around LMC's REAL 3-D 100 PC graphic accelerafor chipset (see related story in this issue's Random Access) called the "Pluto" by LMC insiders. Last but not least, we travel back to Japan, where Sega's brightest inhouse engineers are hard at work on a project known internally as Sega's new hardware project-of-the-month is a 54-bit cartridge-based home console. Not much is known about the MotorMorph except that if given the green light, it will hit developers greedy little hands sometime

in 1997 and will be released in Japan in 1998. O.K.... Question: Which one of these 4 projects is getting Sega's full attention? Answer: All of them. It seems as though Sega has learned a trick or two from Nintendo, who worked on 3 simultaneous hardware projects (16-bit SNES CD, 32-bit SNES/PlayStation CD and Ultra 64) before picking the best one (Ultra 64) to lead

their next-generation assault.
Which, if any, will be the Saturn's successor? We'll let you know as the into and rumors keep coming in.

Dien

Matsushita better name its 64-bit game machine the "Infaluation Multiplayer 2" because it seems as though every Tom, Dick, and Harry (except Nintendo, of course) is closely scrutinizing Matsushita's newborn baby. Believe it or not. Sony (yes, the one and only) is rumored to be releasing an M2 DVD combo unit in late 96. To those of you doubting this little tidbit of hot into keep in mind the ongoing DVD (Digital Video Disc) saga. Early in 1995. Matsushita and Toshiba supported the "SD" (Super Density) DVD format, while on the other side. Sony and Phillips had their own version of the OVD called the MMCD (multimedia compact disk). In August 1995, all this changed. Sony and Matsushita agreed to jointly develop a single format which combined the virtues of both the SD and MMCD formats. What the hell does this have to do with video games? Well, considering Matsushita already announced that they will release an M2/DVD combo unit, and all Sony DVD players would have to use the same format Matsushita is using anyway, the thought of a Sony licensed M2 unit doesn't sound so far-fetched after all. And besides, Sony isn't exactly new to the business of supporting two competing formats (in this case the 32-bit PlayStation and the 64-bit Sony M2 combi-player). Don't forget, they not only manufacture and sell Beta-VCR's but VHS VCR's as well. Ask me again about the possibility of a Sony M2 console ... And there you have it, a case where one and one equals M2.

The little was a second of the little was a seco

Well, we're about 2 weeks away

from the big **NOW** arcade show in Japan where Sega is set to make a big splash with their newest coinop games: , and possibly even All three will be powered by Sega's blazing new Model 3 arcade board (designed by the 3D specialist, LMC). This in itself may not sound all that exciting, but from what we hear, Sega's white hot Model 3 "powerware" can create real-time visual gymnastics that could bring even the most seasoned gamer to his her knees. The Model 3 hardware is rumored to be able to produce over 1 million anti-allased polygons per second on the fly and is said to be the most powerful video game architecture of all time... Bring it on bany, bring it on! Of the three titles, Daytona 2 will be released first (sometime in march 1996).

This is a second

If the unveiling of the new Model 3 games doesn't give the 1996 AOU show the status of "Best arcade show of all time" then maybe THIS will do the trick. Capcom will likely use this coin-op exhibition to showcase a "ne Maybe you've heard of it already... we've heard it'll be called a II. This long, long awalled sequel to the ludicrously successful SF II is a make-or-break title for Capcom. Reportedly set for release in June '96. SF III's designers (led by the legendary Akira Nishitani) claim that their latest creation can command the title of "best lighting game of all time" effortlessly. With more than 3 years of development time and a revolutionary new combo system (designed by Nishitani himself) SF III's release is easily as significant as the Ultra 64, if not more so. As a matter of fact, the two seem like a match made in heaven... Hmmm, stay tuned...

Sega has a little present for those foolish hard-core gamers (us) who coughed up 400 bills for a Saturn. It's rumored that on the 1st anniversary of the Saturn (May 11, 1996), Sega will announce at the E3 show that they will stash the Saturn's retail down to a "SAY WHAT" price of \$199. Since Saturns supposedly cost more than that to manufacture, Sega's either found a new way to produce the hardware more affordably, or

they're willing to do anything to gain a huge market share...

The second secon

Speaking of the E3. Sega (there's that name again) plans on having a killer Saturn lineup at this year's video game exhibition. Sega's E3 line-up for the Saturn is rumored to include: **D**, Indy 500, Virtua Cop 2, , and Manx TT. Sony's big PlayStation games at the E3 will include: Tekken 2, Alpine Racer, Ridge Racer Revolution. e, Toshinden 2, J Quake, Castlevania: the Bloodletting, Rock 'N Roll Racing, 2, and last but not least a top secret action/platform game called . Sony is said to be publishing this game and Naughty Dog is doing the programming work. Matsushita's Panasonic brand is expected to make a big splash with the world premiere of the M2 hardware and software. Nintendo's big SNES game will be the long awaited Nintendo also plans on showing... uhh... some other "stuff" as well (heh heh)... Stay tuned.

Could the long, mutually prosperous exclusive relationship between Square and Nintendo be coming to an end soon? According to a weekly Japanese comic magazine. Square Co. may begin to strut their stuff over at Sony. Of course, this rumor has yet to be confirmed by either the mainstream business press or any Japanese video game magazines, so the odds are stim indeed. Still, what if?

We're not quite done with Sega yet. This last tidbit of info concerns SegaSoft. A few months ago Sega "quietly" announced SegaSoft - a software publishing division based at SOA who would make games for the Saturn, PC's. and what-not. Why the hush puppies? Well, it seems as though the "what-not" may turn out to include none other than the PlayStation, M2 and, believe it or not, possibly even the Ultra 64. From what we hear, little of SegaSoft has been keeping themselves busy these days... They're rumored to be working on one racing game and one lighting game for competitors 64-bit platforms

Now I'm done. See you next month.

ULTRA SOMETHING

The 1/16/1996 issue of "Famitsu Tsushin" has comments from a number of Japan's famous video game designers about their predictions for '96, especially in relation to the Ultra-64. Some of the comments contradicted previous reports that we'll be seeing Zelda 64, Dragon Quest VII, and Final Fantasy VII all before year's end. Final Fantasy producer Hironobu Sakaguchi said that he "...can't say whether or not Final Fantasy VII will be released this year." And despite Nintendo President Yamauchi's assurances that Dragon Quest VII would be coming soon for the Nintendo-64, *Dragon Quest* designer Yuji Horii wasn't so sure. "Although [Yamauchi] said that a new *Dragon Quest* will be released in a year and a half, I can't say for sure that this will be [Dragon Quest] VII. We're thinking of making a *Gaiden* type game for the Nintendo 64." (Meaning a side story to the Dragon Quest series, not a real sequel.)

Shigeru Miyamoto is busy producing just about everything Nintendo's making, including Super Mario 64, Super Mario Kart R. Wave Race 64, and Star Fox 64, and overseeing Pilot Wings 64 and Buggy Boogie. He's also at work on a new Nintendo 64 2-D game (finally!). He couldn't say the title, but hinted that it would be a Mario spin-off title, like Yoshi's Island or Donkey Kong Country. He's also producing three Gameboy games, (Virtual Lake, a fishing game, a second *Picross* game, and Pocket Monster) and some unnamed Virtual Boy games.

In addition to working on Zeida for the Bulky Drive (called the "64DD" in Japan), he's also making a Mario Paint type game. With 20 writable megabytes on each disk, there definitely won't be any lack of space to save your games.

WORLDWIDE SALES OF PLAYSTATION OVER 3 MILLION SAYS SONY

Foster City, Ca. - Sony announced that worldwide sales of the PlayStation have exceeded 3.3 million. Of that total, 2 million were in Japan, 800,000 in North America, and 600,000 in Europe. PlayStation software sales have been at a ratio of 5 games per unit sold. According to Martin Homlish,

president of SCEA, "In fact, we are outselling competitive next-generation hardware systems at retail by a minimum of five to one, making the PlayStation game console the undisputed leader among next-generation systems."

SEGA REPORTS DOLLAR SHARE OF US VIDEO GAME MARKET

Redwood City, Ca - For the third consecutive year, Sega leads the North American Videogame Market in overall dollar share, capturing 43% of the market. Nintendo is second with 42%, then Sony with 13%, and 3DO with 2%. In 1995 Sega sold 900,000 Game Gear systems, 2 million Genesis systems, and over 3 million Saturn systems world wide. In November and December, Sega outsold Sony by over a 3 to 1 margin.

E3 ON THE WORLD WIDE WEB

Los Angeles - The complete Electronic Entertainment Expo conference program and exhibitor list is now available online at

http://www.mha.com/e3/.
Information on everything you need to know from conference session descriptions, to keynote speakers and special events will be aviiable.
Exhibitors with home pages on the Internet can even create links to and from the site so people can easily obtain more information. The Expo will be held May 16-18, 1996 at the Los Angeles Convention Center.

NINTENDO CELEBRATES MARIO'S 10th BIRTHDAY



Mario, the world's most recognizable video game character and most famous Italian plumber from Brooklyn, officialy celebrates his 10th birthday this month. Nintendo released its flagship character nationwide in January 1986 with *Super* Mario Brothers For the Nintendo Entertainment System. Since then, Mario has appeared in more than 20 different video games that have sold more than 120 million cartridges worldwide to date. Other Mario highlights

include:

*Super Mario Bros. 3 for the NES sold more copies than any other video game in history, seven million in the U.S. and four million in Japan. If it were a record album it would have gone platinum 11 times!

* Mario is recognized by more American children than Mickey Mouse.

* Collectively, people have spent over 500,000 years playing Mario games.

EA SPORTS DELAYS 32-BIT PRODUCTS

San Mateo, CA - After completing final product reviews of 32-bit hockey and Madden PlayStation titles, EA Sports has decided to hold back the games to make some improvements. While they felt the games looked great, the gameplay did not meet with the high standards consumers have come to expect from any Electronic Arts game. A fall release date is now expected for these games.

NINTENDO M2 STUFF

On December 29th, Japan's leading business newspaper, the Yomiuri Shimbun, published a front page article stating that Sega and Matsushita had joined forces to release one 64-bit machine, based on the M2 architecture, to target Nintendo's Ultra 64. The article stunned the video game industry, especially, it seems, Sega themselves. "This is 100% not true," was Sega's reply, and the following day the Yomiuri Shimbun printed a small, one line retraction. No one knows what exactly happened there, but now the Sega/Matsushita team-up rumors are flying more than ever.

In more solid M2 news, M2 reps are apparently assuring retailers that their system will be available around June 1996, with systems being manufactured by Matsushita (under the Panasonic label), Sanyo, and... Sony? It's hard to believe, but what if ...? The first generation of systems may actually be DVD compatible, which could virtually guarantee success for M2 manufacturers. DVD systems, which play the new direct video standard of movies on CD-like disks, have wide industry support, but DVD players aren't expected to

retail for below \$500 at their launch. If you can get 64-bit M2 hardware with DVD compatibility for the same price... well, who wouldn't?

There's still very little news from the M2 camp on specific titles, with the only definite title being D2. But there's plenty of info on that for D's fans. Issue 7 of Japan's Live! 3DO Magazine has the entire intro to D2 (although in crappy 3DO FMV), and issue 8 has some PhotoCD shots. If you beat the recently released D's Director's Cut and get the best ending (by getting all 4 of the scarab beatles) you'll be treated to a 3 minute preview of the game. The M2 info is starting to flow. Stay tuned...

> LOCKHEED MARTIN 3-D GRAPHICS ACCELERATOR OFFERS REAL-TIME PC VISUAL SYSTEM PERFORMANCE



Bethesda, Maryland, March 20 - Lockheed Martin announced today it is entering the 3-D graphics PC market with a high-performance chip set based on real-time computer image generation technology that gives a combination of dynamic response and realism previously available only on dedicated graphics workstations and high end custom image generators. Key performance attributes of the new chip set include an embedded 100 MFLOPS geometry processor, pixel write rates of up to 33 million pixels per second, up to 750,000 polygons per second, line processing up to 1.5 million per second, and provides up to 192 color texture maps (128 x 128 mipmapped) in real-time. This performance eliminates the jerky visual movement found in graphics products that operate at lessthan-real-time rates.

Director John Lenyo attributes much of the development success of the new commercial PC product to experience gained in the development of the Model 2 Computer Graphics System, now used in Sega's arcade games.



SQUARE MAKING PS GAMES!

Numerous sources including a high-Numerous sources including a highprofile Japanese periodical have confirmed that Square, the role-playing
giant, has obtained a license to create
PlayStation software. Nintendo fans,
don't worry. they're still creating SFC
and N64 software. Further down on the
scale of hard fact is that their first PS
title will be a Final Fantasy game, due in
December. We'll have more info on this
subject as soon as possible.

more the control of the SFC

 Sega first 8-me

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700,000 copies of VF2 in 3 days. All Ninte SFC games will drop in page 15 games will retail for ¥9,800 from ¥9.





Aagh! What's with Square!? First they refuse to bring their best Super Famicom games to the US, and now they release four games we'll literally never get to play... unless Nintendo releases the satellite games service Satellaview here. DynamiTracer is a driving RPG, Love is Balance is a litime-looking Itadaki Street-style love boardgame, Radical Dreamers is a Sound Novel-esque adventure. name and Treasure Confix, which looks to be the best of the bundle is an RPG in which all the battles are Mode-7 shooting sequences.





Hunter G. The 24-meg-G features resident states and lush, hand-drawn backgrounds and his sister Blue on their search for the PARTS (Out-of-Place Artifacts) this April!





Joy of joys. SNK has signed up as a PlayStation third party! Then the three confirmed games are the ultra-popular arcade fighters Samurai Shodown III, Real Bout Fatal Fury, and King of Fighters '96. All of the games wil be released in spring.









Real Bout Fatal Fun





The Ultra 64 motherboard



Finally... After SNK cancelled the American double-speed model, inever thought I'd be able to play Neo CD games in speedy-loading bliss. Now that the blazing CDZ's out, however, fast access time can be yours, not to mention these other exciting new features.

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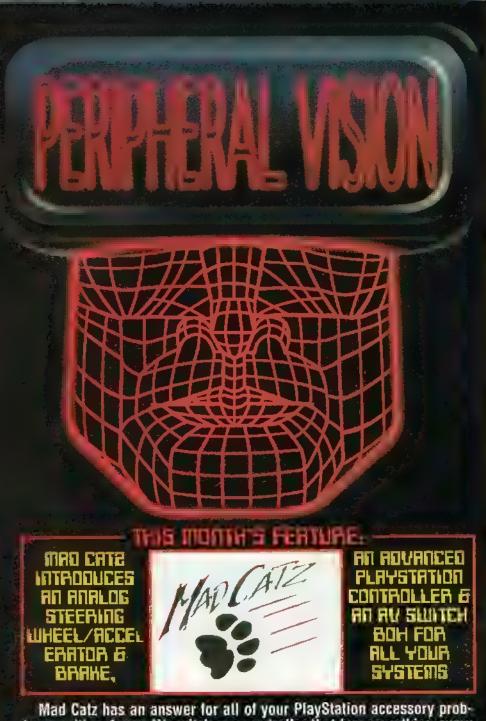


Nintendo held an exclusive develope the Nintendo 64 on December 18th at which Nintendo second-in-command Hiroshi Imanish. Howare guru Genyo Takeda, and gaming god Shig Miyamoto answered questions and displayed bar proware, the MASSIVE AC adapter, the memory expansion port and the up-'til-now secret 64DD port. The people or 64 Disk Drive, can hold 64 Megabytes of dela, and 20 of these are rewritable by the user. Imanishi also stated that 14-15 Nintendo 64 titles would be out within a reach that 14-15 Nintendo 64 titles would be out within a year and that all of them would be Nintered brand games

Power supply



The e-IBD interface port



Mad Catz has an answer for all of your PlayStation accessory prob-lems, with a 4-way AV switcher, a controller that has something every PSX pad needs (a sane D-pad), and the best analog steering wheel ever devised. The controller, with its "normal" directional disk, makes it easier on your thumb while playing fighters (or other similarly intense games). Add in the optional automatic fire and turbo/slow motion switches (LED switches indicate activation), with the comfortably modswitches (LED switches indicate activation), with the comfortably modeled hand-grips, and you have a controller worth checking out. The first PlayStation steering wheel is the perfect weight and has a great feel. Not only do you get a true analog wheel (including a normal D-pad and 8 action buttons built in) with a solid gear shifter fused to the side, but Mad Catz look the driving experience one step further by adding analog brake and accelerator pedals! And since the steering wheel is based on NeGcon technology, games such as Ridge Racer, Ridge Racer Revolution, Wipeout, Air Combat, CyberSled, and the upcoming The Need for Speed (with many more on the way) can all be given new depths of realism. Both the controller and steering wheel per-

troller and steering wheel per-formed outstandingly in our tests (in fact, it's the best steering wheel I've ever used), and that fact, combined with the low cost, makes the Mad Catz products worth checking out.

Next month we'll review Sega's analog Mission Stick for the Saturn.







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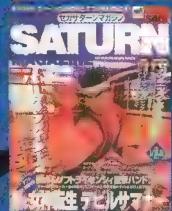
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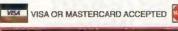
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